1) **Sports Playground Booking System**

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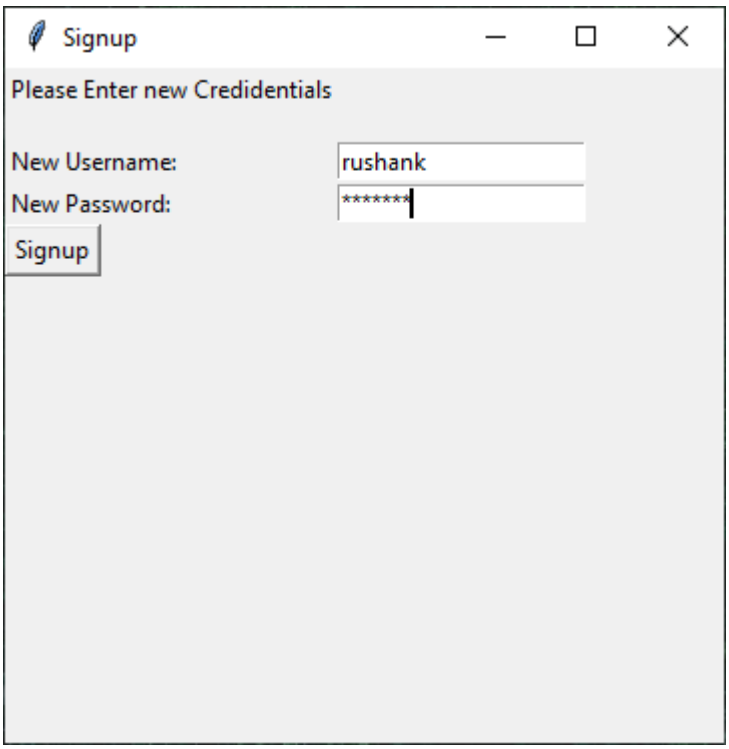
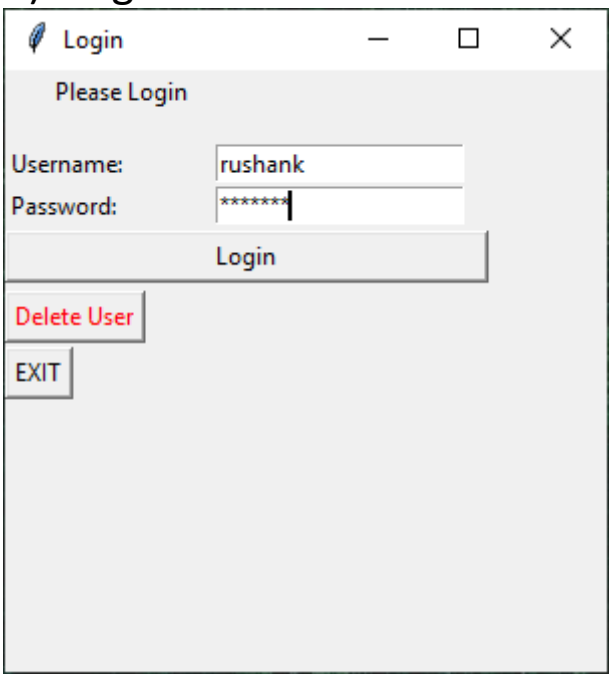
SE - IT - 47

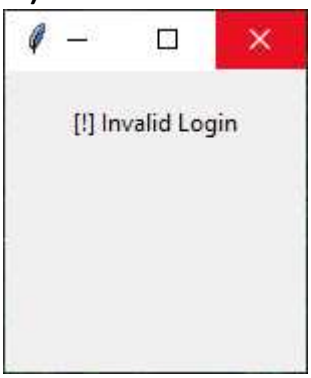
2) User Sign up details for further login:



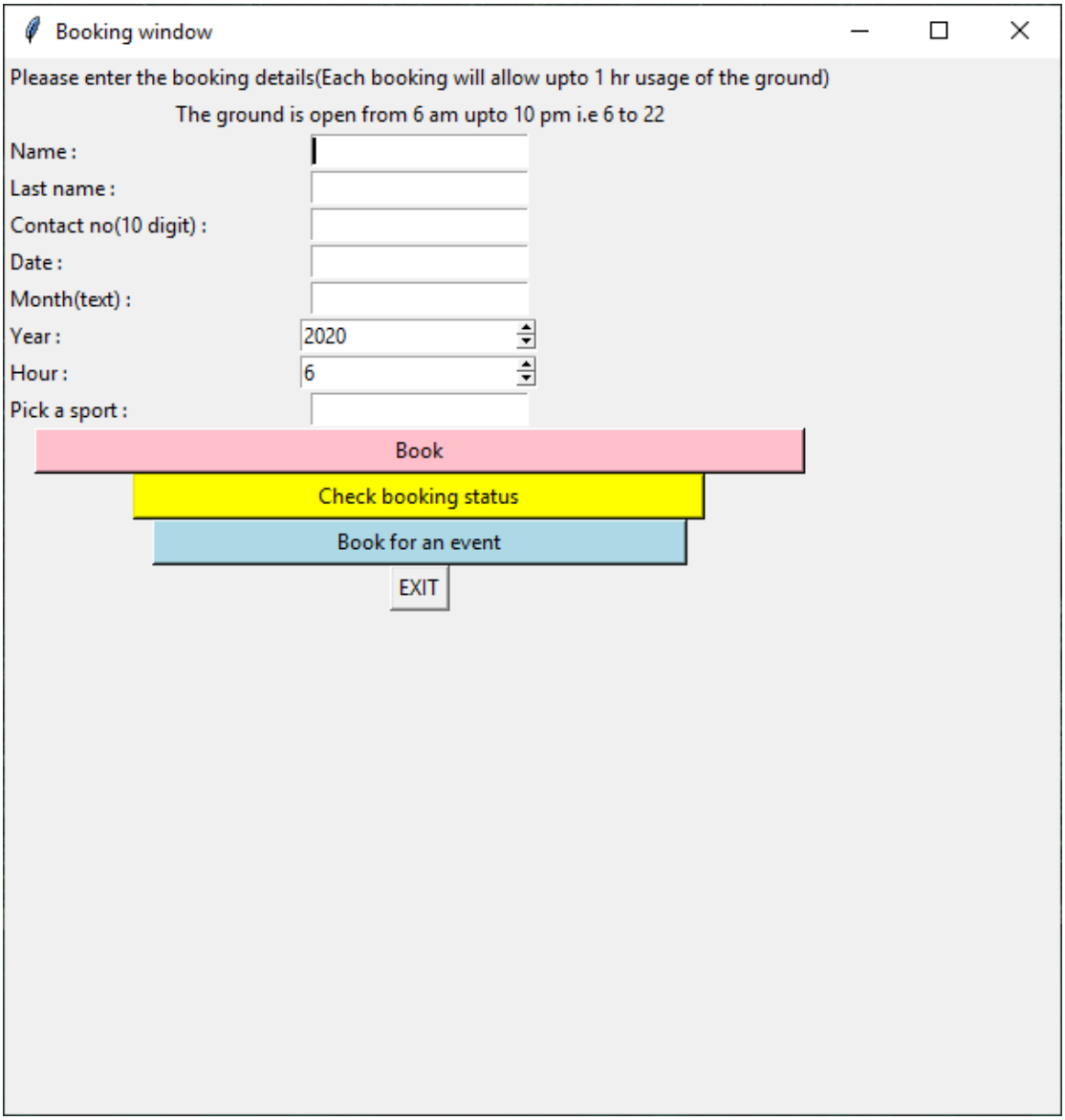
3) Login window



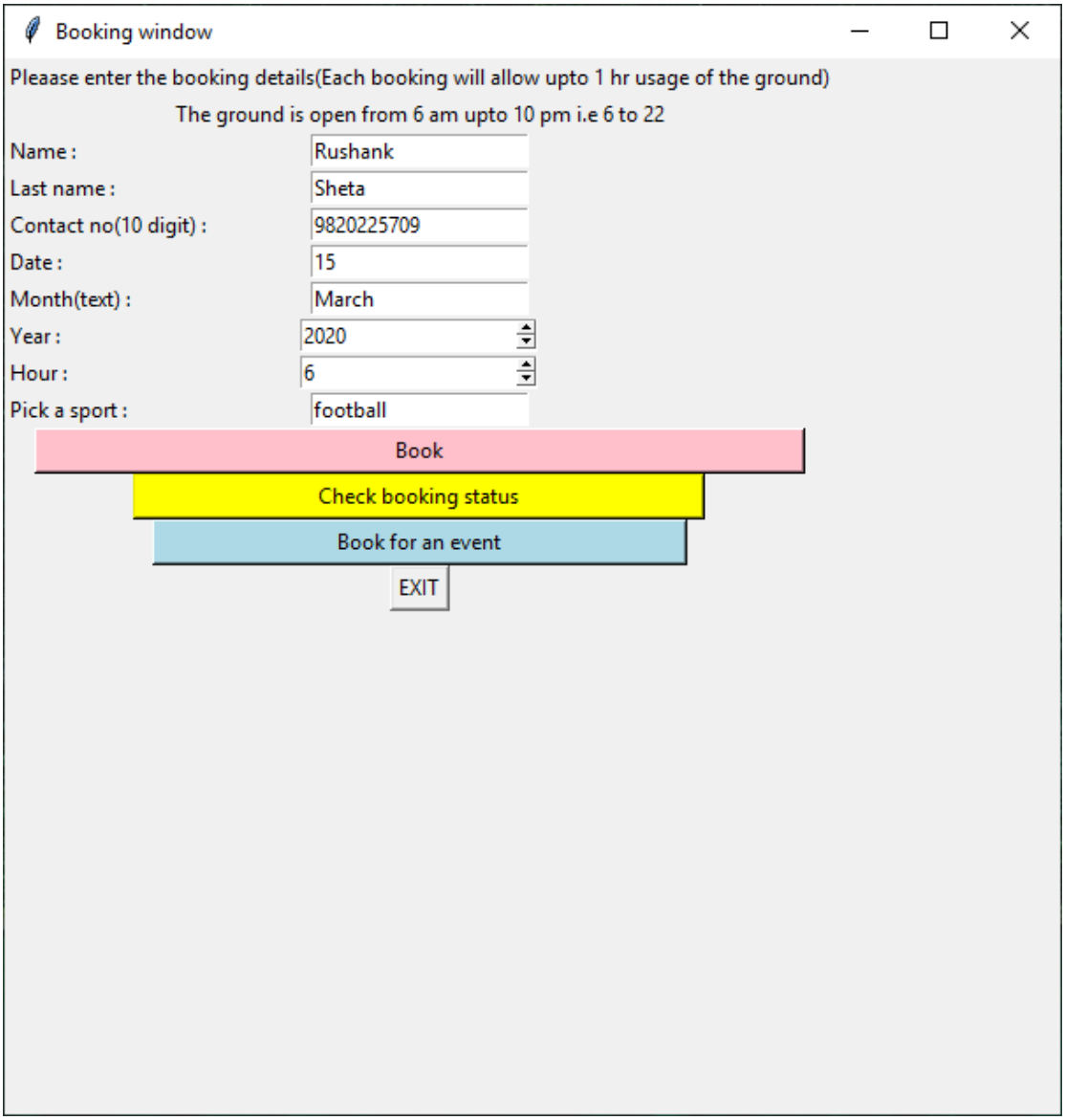
4) If username or password is invalid then



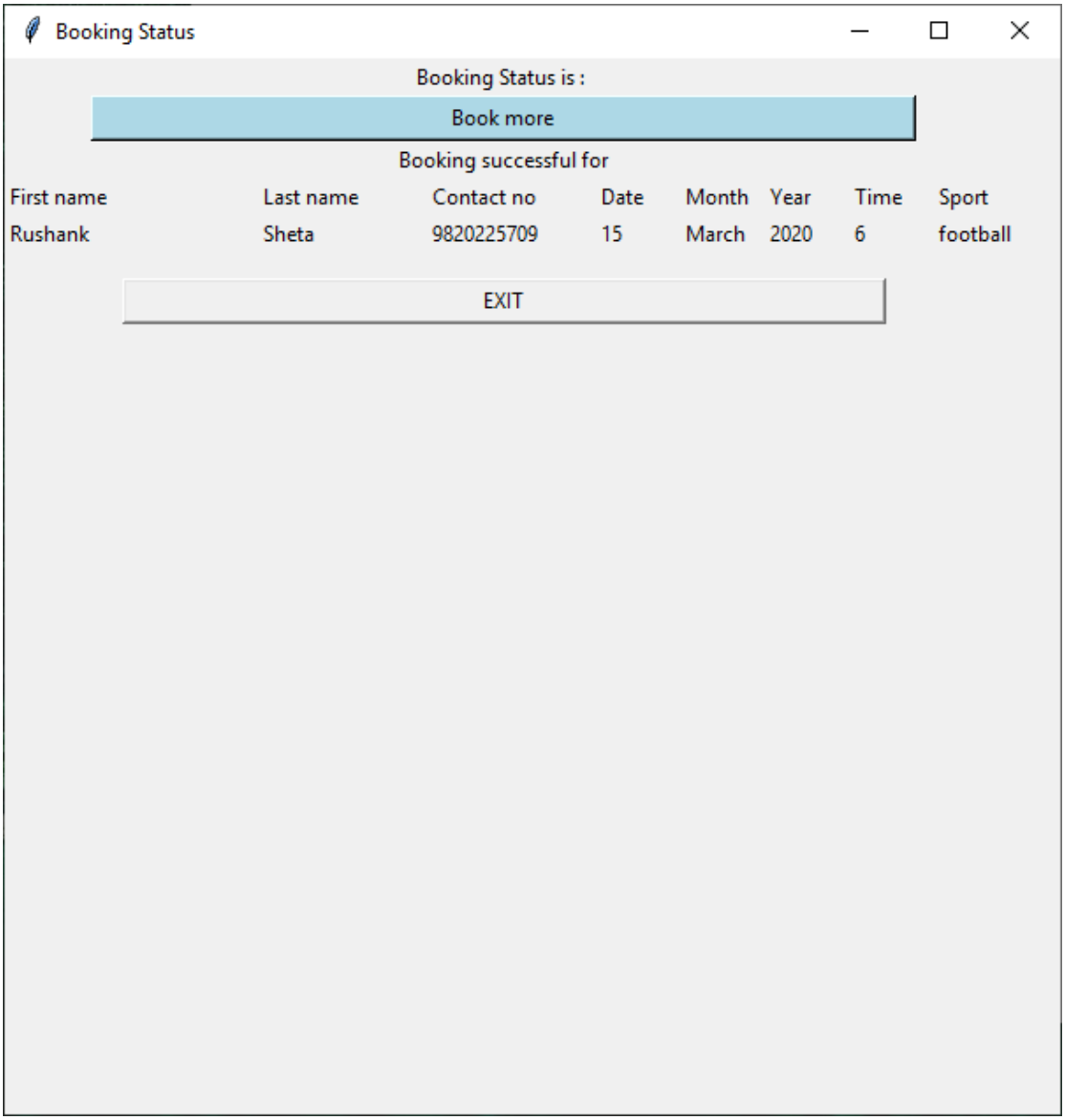
5) if username and password matches then



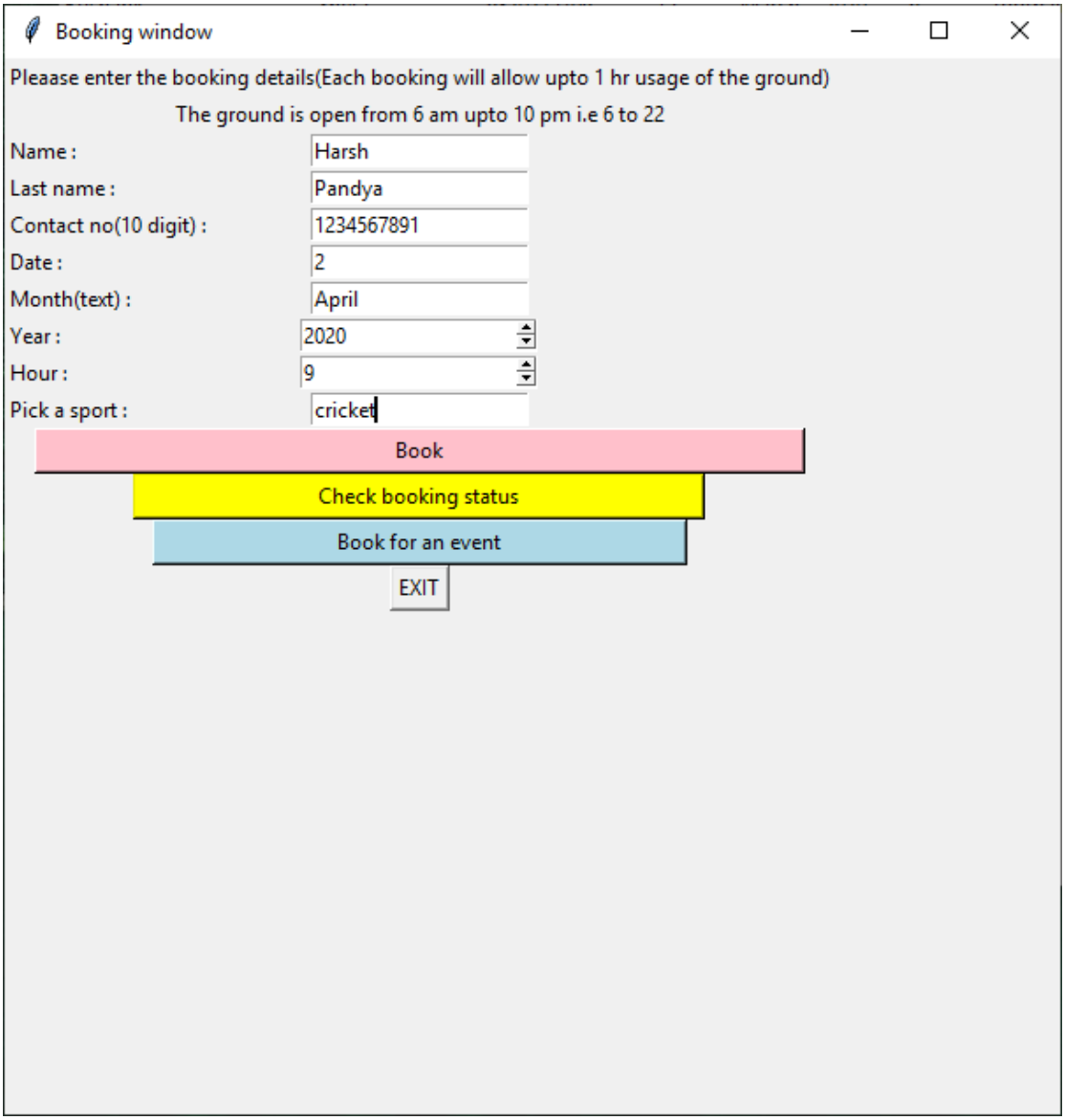
6) Entering booking details



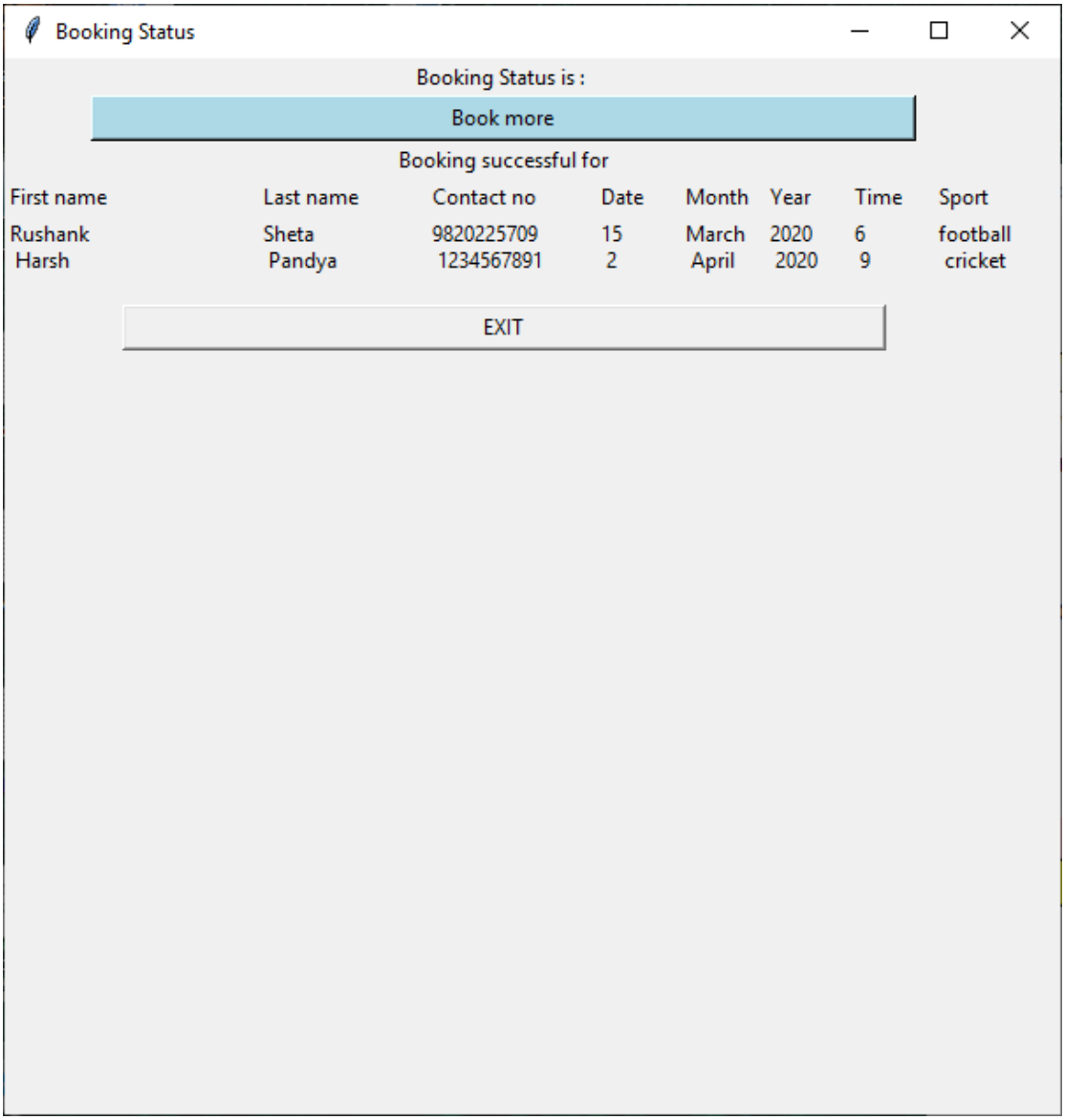
7) Then pressing ‘check bookings’ button to check weather booking is done or not



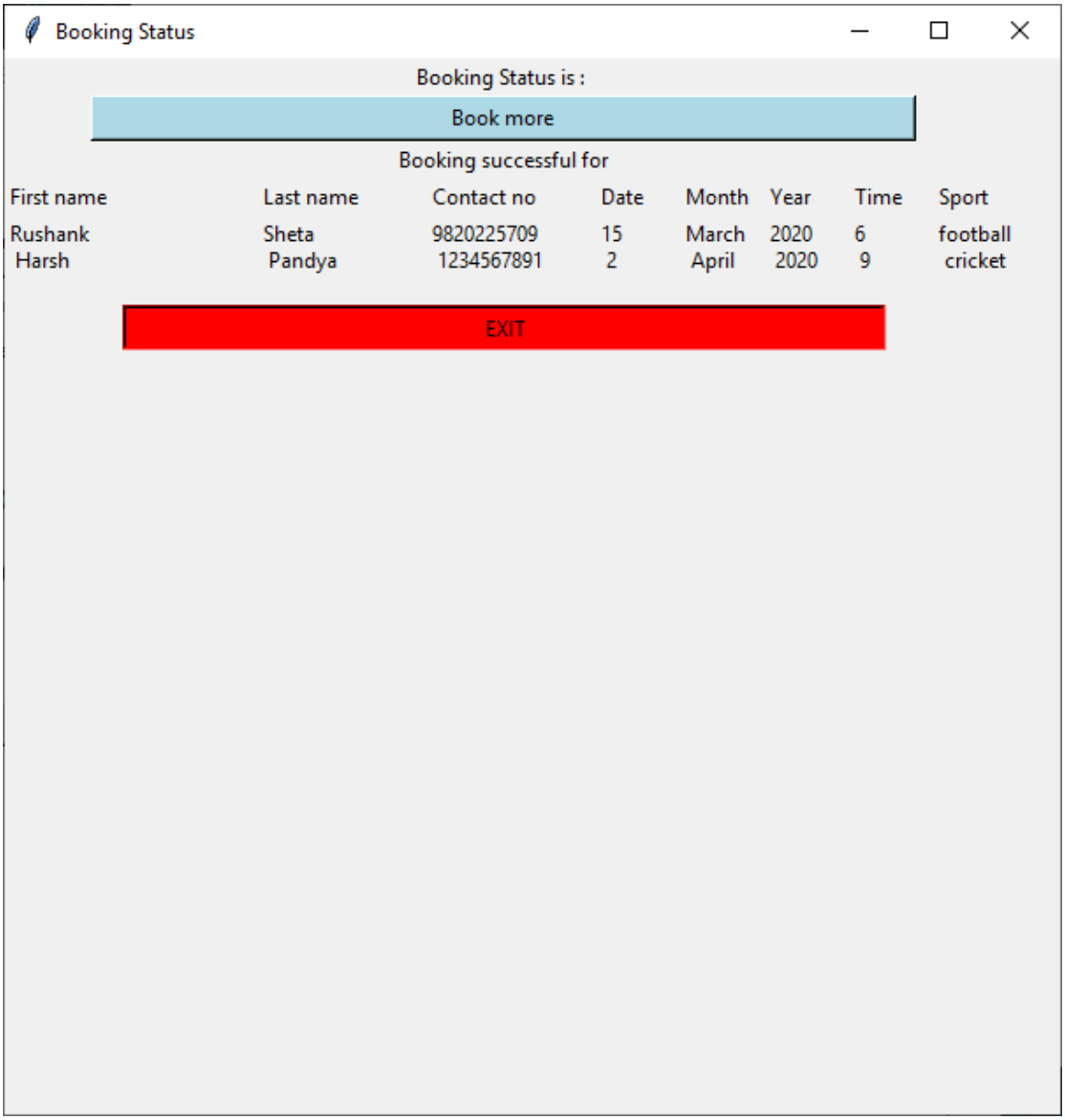
8) Pressing ‘book more’ button for another entry and entering details



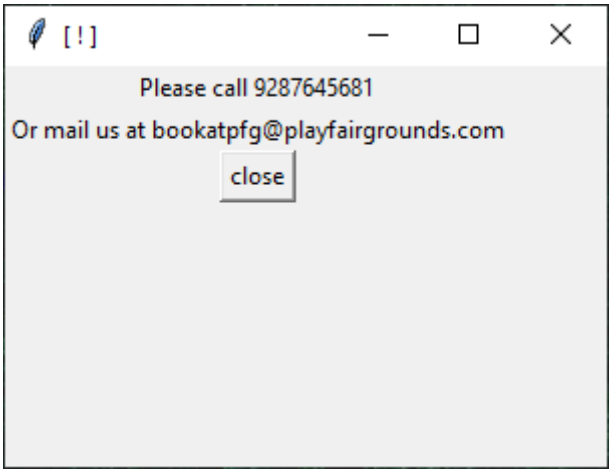
9) Pressing ‘book’ and then pressing ‘check booking status’ buttons



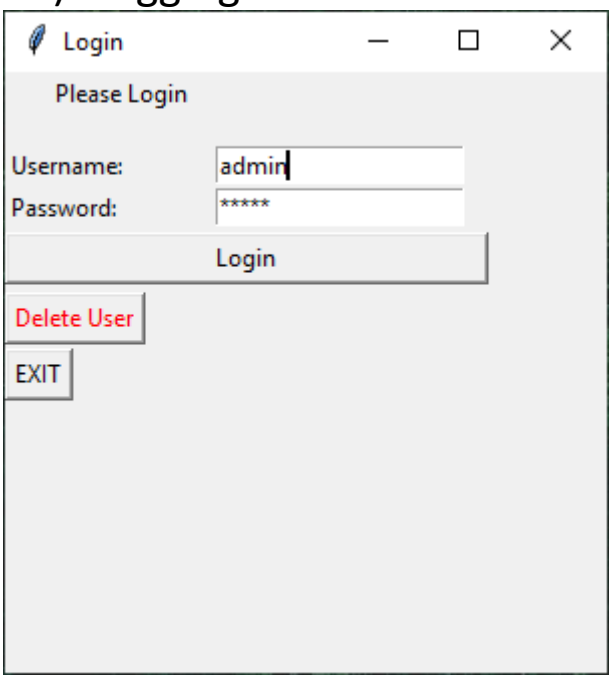
10) Pressing ‘exit’ button to close current frame



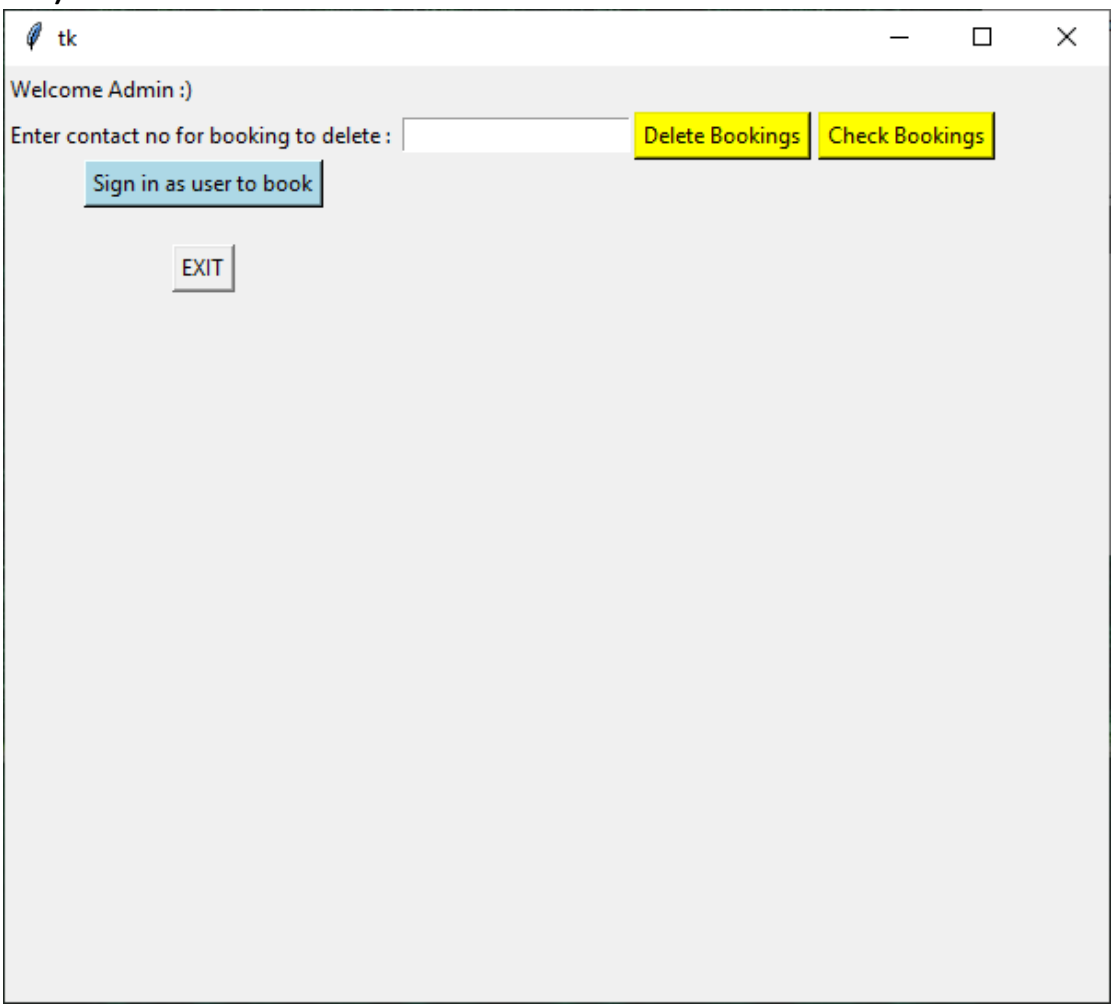
11) Clicking ‘book for an event’ button, this message appears



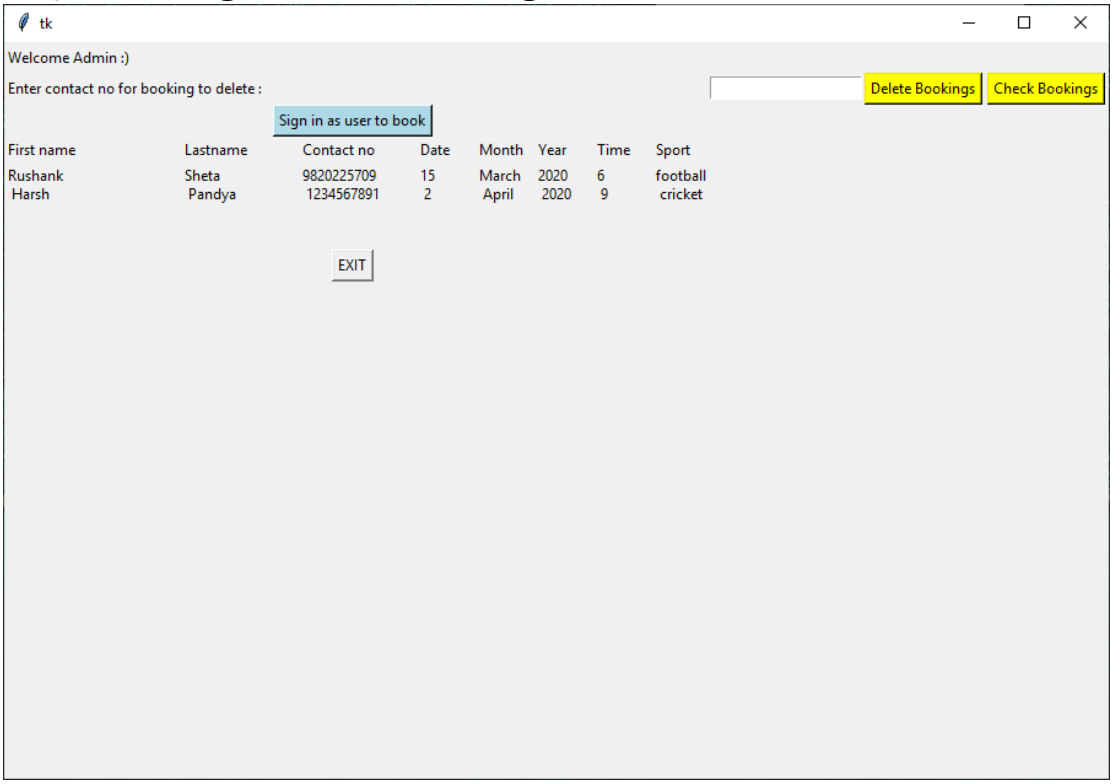
12) Logging in as admin



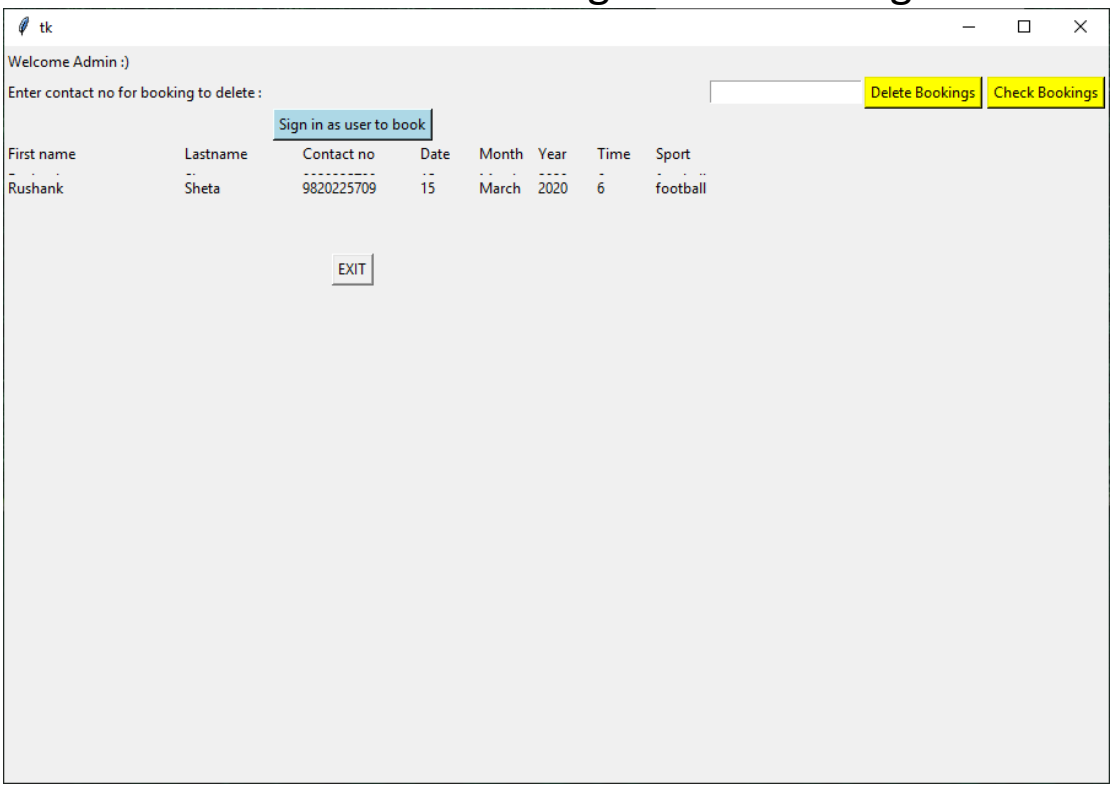
13) Admin window



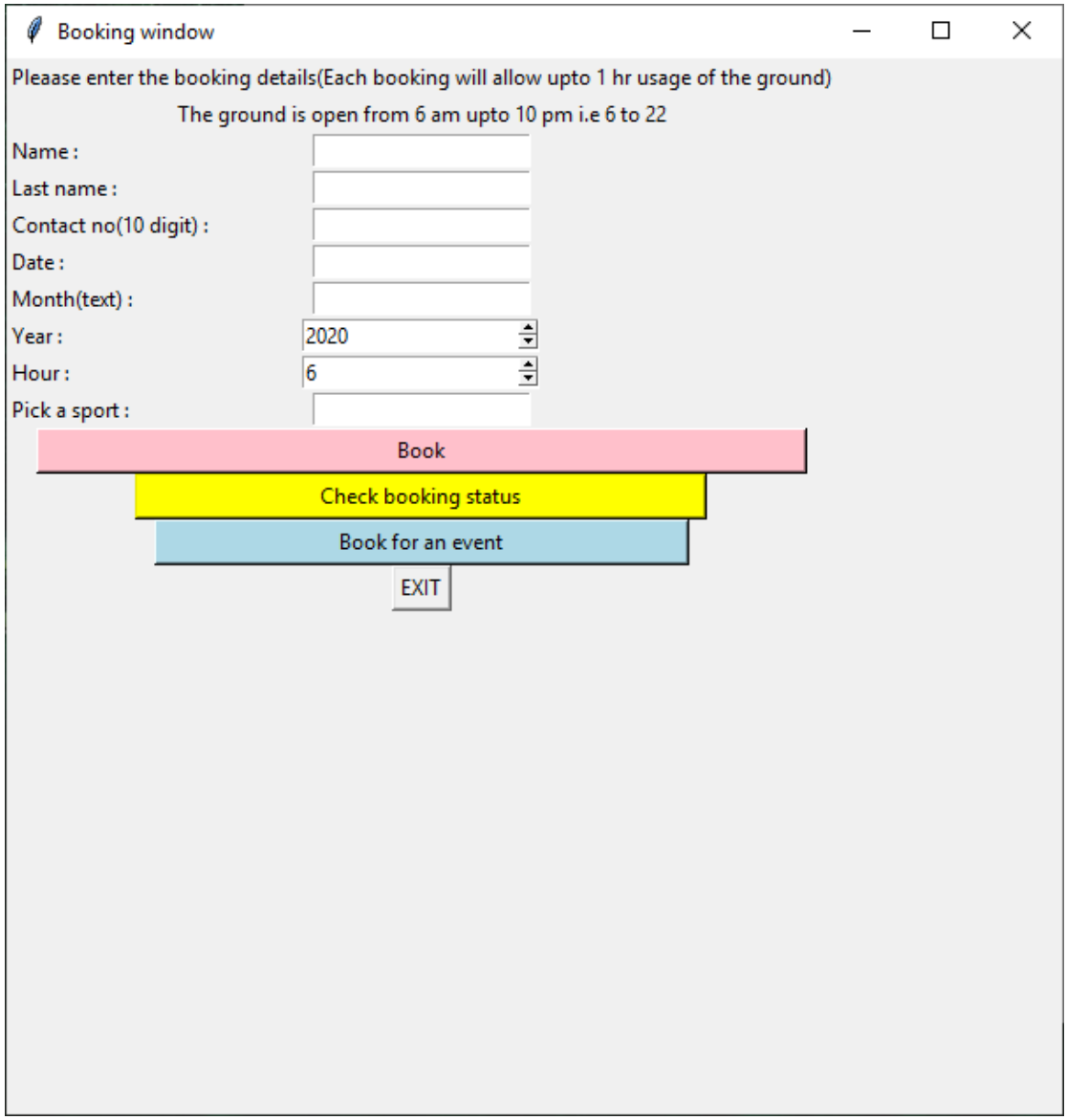
14) Clicking ‘check bookings’ button



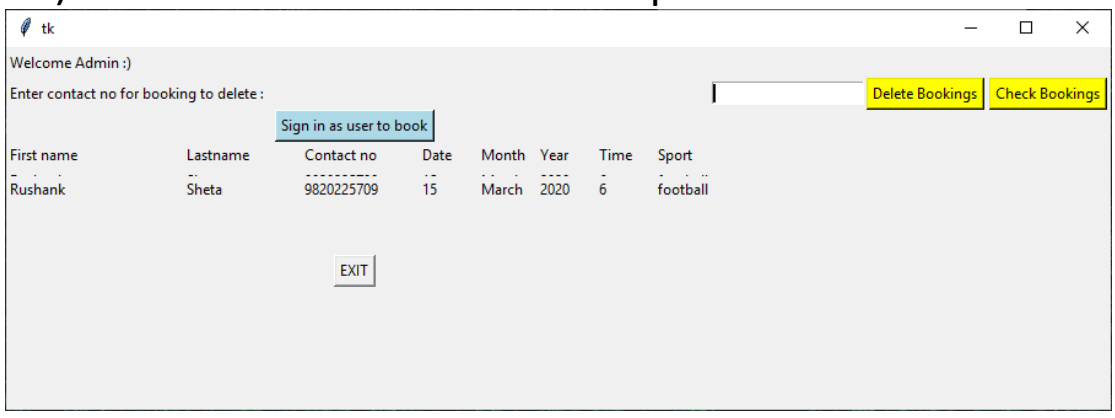
15) Deleting record with unique contact no ‘1234567891’ and then clicking ‘check bookings’ button



16) Clicking ‘sign in as user to book’ button to sign in as a user from admin window



17) ‘Exit’ button returns back to previous window



18) ‘exit’ button to close program :)

CODE:

sports playground booking system

```
#roll no: 47

#Rushank G Sheta    ( SE IT )

#>>>>>>>>>>>>>>>      if the database file named 'booking.db' is already existing,
Please delete and run :)        <<<<<<<<<<<<<<<<<<<<<

'''for admin login
                                username = admin
                                password = admin
'''

from tkinter import *
import os
import sqlite3

#file for saving login details
creds = 'tempfile.temp'

#database
conn = sqlite3.connect('booking.db')
c = conn.cursor()

#creating table in database
#c.execute('''CREATE TABLE btable ([f_name] text,[l_name] text,[c_no] integer,[date]
integer,[month] text,[year] integer,[hour] integer,[s_name] text)''')

#signup window
def Signup():
    global pwordE
    global nameE
    global roots

    roots = Tk()
    roots.title('Signup')
    intruction = Label(roots, text='Please Enter new Credidentials\n')
    intruction.grid(row=0, column=0, sticky=E)

    nameL = Label(roots, text='New Username: ')
    pwordL = Label(roots, text='New Password: ')
    nameL.grid(row=1, column=0, sticky=W)
    pwordL.grid(row=2, column=0, sticky=W)

    nameE = Entry(roots)
```

```
        pwordE = Entry(roots, show='*')
        nameE.grid(row=1, column=1)
        pwordE.grid(row=2, column=1)

        signupButton = Button(roots, text='Signup',activebackground="green",
command=FSSignup)
        signupButton.grid(columnspan=2, sticky=W)
        roots.mainloop()

#saving signup details in file
def FSSignup():
        with open(creds, 'w') as f:
                f.write(nameE.get())
                f.write('\n')
                f.write(pwordE.get())
                f.close()

        roots.destroy()
        Login()

#login window
def Login():
        global nameEL
        global pwordEL
        global rootA

        rootA = Tk()
        rootA.geometry('300x300')
        rootA.title('Login')

        intruction = Label(rootA, text='Please Login\n')
        intruction.grid(sticky=E)

        nameL = Label(rootA, text='Username: ')
        pwordL = Label(rootA, text='Password: ')
        nameL.grid(row=1, sticky=W)
        pwordL.grid(row=2, sticky=W)

        nameEL = Entry(rootA)
        pwordEL = Entry(rootA, show='*')
        nameEL.grid(row=1, column=1)
        pwordEL.grid(row=2, column=1)

        loginB = Button(rootA, text='Login',activebackground="green",
command=CheckLogin)
        loginB.grid(columnspan=2, sticky=W,ipadx=100,pady=2)
```

```
        rmuser = Button(rootA, text='Delete User', fg='red', command=DelUser)
        rmuser.grid(columnspan=2, sticky=W,pady=2)

        def exitwindow():
                rootA.destroy()

        button3
=Button(rootA,text='EXIT',activebackground="red",command=exitwindow)
        button3.grid(row=5,sticky=W)
        rootA.mainloop()
#to display admin login message
'''def adminmessage():
        r = Tk()
        r.title('[ ! ]')
        r.geometry('150x150')
        rlbl = Label(r, text='Logged in as Admin')
        rlbl.grid(row=1)
        def exitwindow():
                r.destroy()
        button3 =Button(r,text='EXIT',activebackground="red",command=exitwindow)
        button3.grid(row=2)
        r.mainloop()
'''

#to check login details
def CheckLogin():
        with open(creds) as f:
                data = f.readlines()
                uname = data[0].rstrip()
                pword = data[1].rstrip()

        if nameEL.get() == 'admin' and pwordEL.get() == 'admin':
                #adminmessage()
                adminlogin()


        elif nameEL.get() == uname and pwordEL.get() == pword:
                BookingWindow()

        else:
                r = Tk()
                r.title('[ ! ]')
                r.geometry('150x150')
                rlbl = Label(r, text='\n[!] Invalid Login')
                rlbl.pack()
                r.mainloop()
```

```
#to delete user
def DelUser():
	os.remove(creds)
	rootA.destroy()
	Signup()

#booking window
def BookingWindow():
	r = Tk()
	r.title('Booking window')
	r.geometry('600x600')

	top_label1=Label(r,text='Pleaase enter the booking details(Each booking will
allow upto 1 hr usage of the ground)')
	top_label1.grid(row=1)
	top_label2=Label(r,text='The ground is open from 6 am upto 10 pm i.e 6 to 22')
	top_label2.grid(row=2)

	global f_name,l_name,c_no,date,month,year,hour,s_name,deleteid
	f_name=Entry(r)
	l_name=Entry(r)
	c_no=Entry(r)

	date=Entry(r)
	month=Entry(r)
	year=Spinbox(r,from_=2020,to=2022)
	hour=Spinbox(r,from_=6,to=21)
	s_name=Entry(r)

	f_name.grid(row=3)
	l_name.grid(row=4)
	c_no.grid(row=5)
	date.grid(row=6)
	month.grid(row=7)
	year.grid(row=8)
	hour.grid(row=9)

	f_nameL=Label(r,text='Name : ')
	l_nameL=Label(r,text='Last name : ')
	c_noL=Label(r,text='Contact no(10 digit) : ')
	dateL=Label(r,text='Date : ')
	monthL=Label(r,text='Month(text) : ')
	yearL=Label(r,text='Year : ')
	hourL=Label(r,text='Hour : ')
	s_nameL=Label(r,text='Pick a sport : ')
```

```
        f_nameL.grid(row=3,sticky=W)
        l_nameL.grid(row=4,sticky=W)
        c_noL.grid(row=5,sticky=W)
        dateL.grid(row=6,sticky=W)
        monthL.grid(row=7,sticky=W)
        yearL.grid(row=8,sticky=W)
        hourL.grid(row=9,sticky=W)
        s_nameL.grid(row=10,sticky=W)
        s_name.grid(row=10,column=0)

        book=Button(r,text='Book',activebackground="orange",background='pink',
command=save_db)
        book.grid(row=11,ipadx=200)

        check=Button(r,text='Check booking
status',activebackground="green",background='yellow', command=checkbookings)
        check.grid(row=12,ipadx=100)

        button4 = Button(r,text='Book for an
event',activebackground="orange",background='light
blue',command=eventmessage)
        button4.grid(row=13,ipadx=100,columnspan=3)
        def exitwindow():
                r.destroy()

        button3 =Button(r,text='EXIT',activebackground="red",command=exitwindow)
        button3.grid(row=14)

        r.mainloop()
#to display message for 'book for an event' button
def eventmessage():
        r = Tk()
        r.title('[ ! ]')
        r.geometry('300x200')
        rlbl = Label(r, text='Please call 9287645681')
        rlbl.grid(row=1)
        rib2 = Label(r, text='Or mail us at bookatpfg@playfairgrounds.com')
        rib2.grid(row=2)

        def exitwindow():
                r.destroy()

        b1=Button(r,text='close',activebackground='light blue',command=exitwindow)
        b1.grid(row=3)
        r.mainloop()

#to display bookings
```

```
def checkbookings():

	r1=Tk()
	r1.title('Booking Status')
	r1.geometry('600x600')
	button1 = Button(r1, text= 'Book more',background='light
blue',activebackground="green",command= BookingWindow)
	button1.grid(row=2,ipadx=200)

	label1 = Label(r1, text='Booking successful for')
	label1.grid(row=3)

	conn = sqlite3.connect('booking.db')
	c = conn.cursor()
	label2 = Label(r1,text='First name\t\tLast name\tContact
no\tDate\tMonth\tYear\tTime\tSport')
	label2.grid(row=4,sticky=W)
	label3 = Label(r1,text='Booking Status is : ')
	label3.grid(row=1)

	c.execute("SELECT * FROM btable")
	records=c.fetchall()
	#print(records)

	print_records = ''
	for record in records:
		print_records += str(record[0]) + "\t\t\t" + str(record[1]) + "\t\t" +
str(record[2]) + "\t" + str(record[3]) + "\t" + str(record[4]) + "\t" + str(record[5]) +
"\t" + str(record[6]) + "\t" + str(record[7]) + "\n"


	label3 = Label(r1,text=print_records)
	label3.grid(row=5,columnspan=2,sticky=W)

	def exitwindow():
		r1.destroy()

	button3 =Button(r1,text='EXIT',activebackground="red",command=exitwindow)
	button3.grid(row=6,ipadx=200)

	r1.mainloop()

#to save data into table in database
def save_db():
	conn = sqlite3.connect('booking.db')
	c = conn.cursor()
```

```
        #c.execute('''CREATE TABLE btable ([f_name] text,[l_name] text,[c_no]
integer,[date] integer,[month] integer,[year] integer,[hour] integer)''')


        c.execute("INSERT INTO btable VALUES
(:f_name, :l_name, :c_no, :date, :month, :year, :hour, :s_name)",
                  {
                          'f_name': f_name.get(),
                          'l_name': l_name.get(),
                          'c_no': c_no.get(),
                          'date': date.get(),
                          'month': month.get(),
                          'year': year.get(),
                          'hour': hour.get(),
                          's_name': s_name.get()
                  })
        conn.commit()
        conn.close()

        f_name.delete(0,END)
        l_name.delete(0,END)
        c_no.delete(0,END)
        date.delete(0,END)
        month.delete(0,END)
        #year.delete(0,END)
        #hour.delete(0,END)
        s_name.delete(0,END)

#ro delete data from database
def delete_db():


        conn = sqlite3.connect('booking.db')
        c = conn.cursor()

        c.execute("Delete from btable WHERE c_no= " +e1.get())



        conn.commit()
        conn.close()
        e1.delete(0,END)

#for admin login
def adminlogin():
        r = Tk()
        r.geometry('600x600')
```

```
        l = Label(r,text='Welcome Admin :)')
        l.grid(row=1,sticky=W,pady=2)

        bl = Label(r,text='Enter contact no for booking to delete : ')
        bl.grid(row=2,sticky=W)

        global e1
        e1=Entry(r)
        e1.grid(row=2,column=2)

        b1 = Button(r,text='Delete
Bookings',activebackground='green',background='yellow',command=delete_db)
        b1.grid(row=2,column=3,padx=2)

        #to display bookings in admin window
        def check_bookings():
                r.geometry('900x600')
                conn = sqlite3.connect('booking.db')
                c = conn.cursor()
                label2 = Label(r,text='First name\t\tLastname\tContact
no\tDate\tMonth\tYear\tTime\tSport')
                label2.grid(row=4,sticky=W)

                c.execute("SELECT * FROM btable")
                records=c.fetchall()
                #print(records)

                print_records = ''
                for record in records:
                        print_records += str(record[0]) + "\t\t\t" + str(record[1]) + "\t\t" +
str(record[2]) + "\t" + str(record[3]) + "\t" + str(record[4]) + "\t" + str(record[5]) +
"\t" + str(record[6]) + "\t" + str(record[7]) + "\n"


                label3 = Label(r,text=print_records)
                label3.grid(row=5,columnspan=2,sticky=W)


        c_b = Button(r,text='Check
Bookings',activebackground='green',background='yellow',command=check_bookings
)
        c_b.grid(row=2,column=4,padx=2)

        b2 = Button(r,text='Sign in as user to book',background='light
blue',activebackground='green',command=BookingWindow)
        b2.grid(row=3)
```

```
    def exitwindow():
        r.destroy()

    button3 =Button(r,text='EXIT',activebackground="red",command=exitwindow)
    button3.grid(row=6,pady=20)

    r.mainloop()



#start of program
if os.path.isfile(creds):
    Login()
else:
    Signup()
```