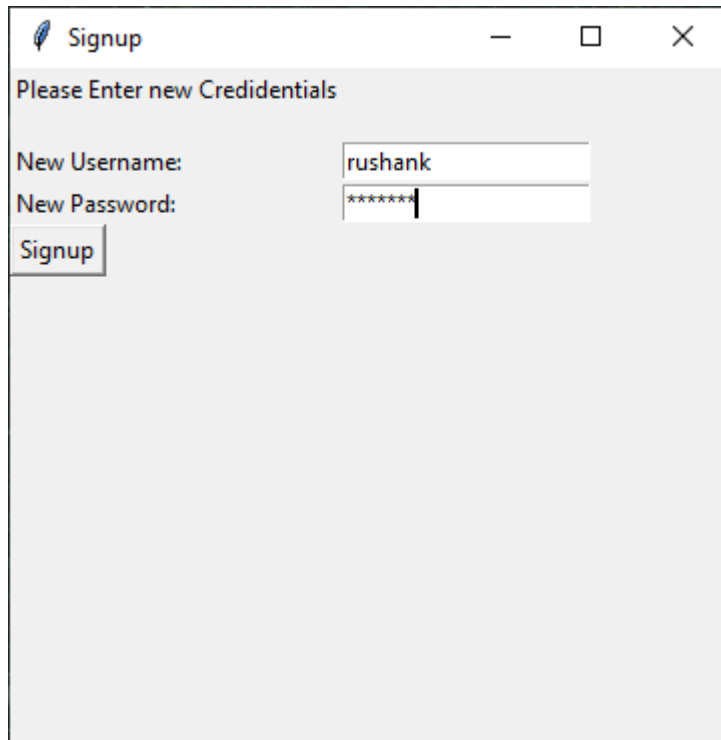


## 1) Sports Playground Booking System

*Rushank Ghanshyam Sheta*

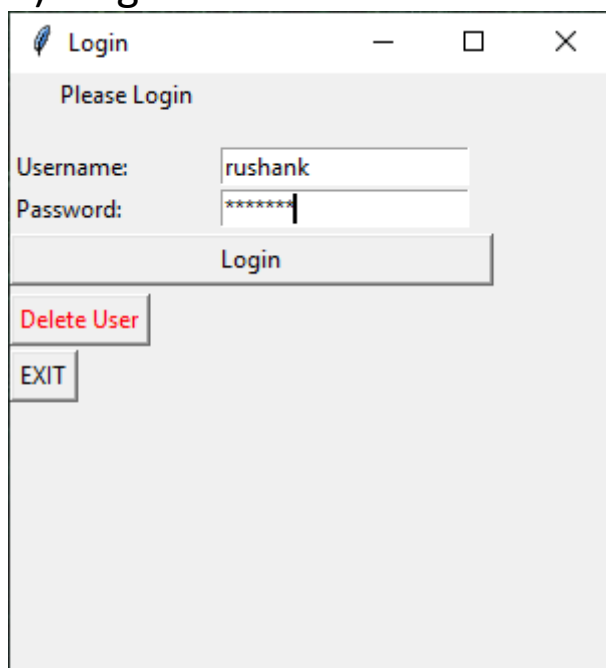
*SE - IT - 47*

## 2) User Sign up details for further login:



The image shows a window titled "Signup" with a feather icon. The window contains the text "Please Enter new Credentials". Below this, there are two input fields: "New Username:" with the value "rushank" and "New Password:" with the value "\*\*\*\*\*". A "Signup" button is located below the password field.

## 3) Login window

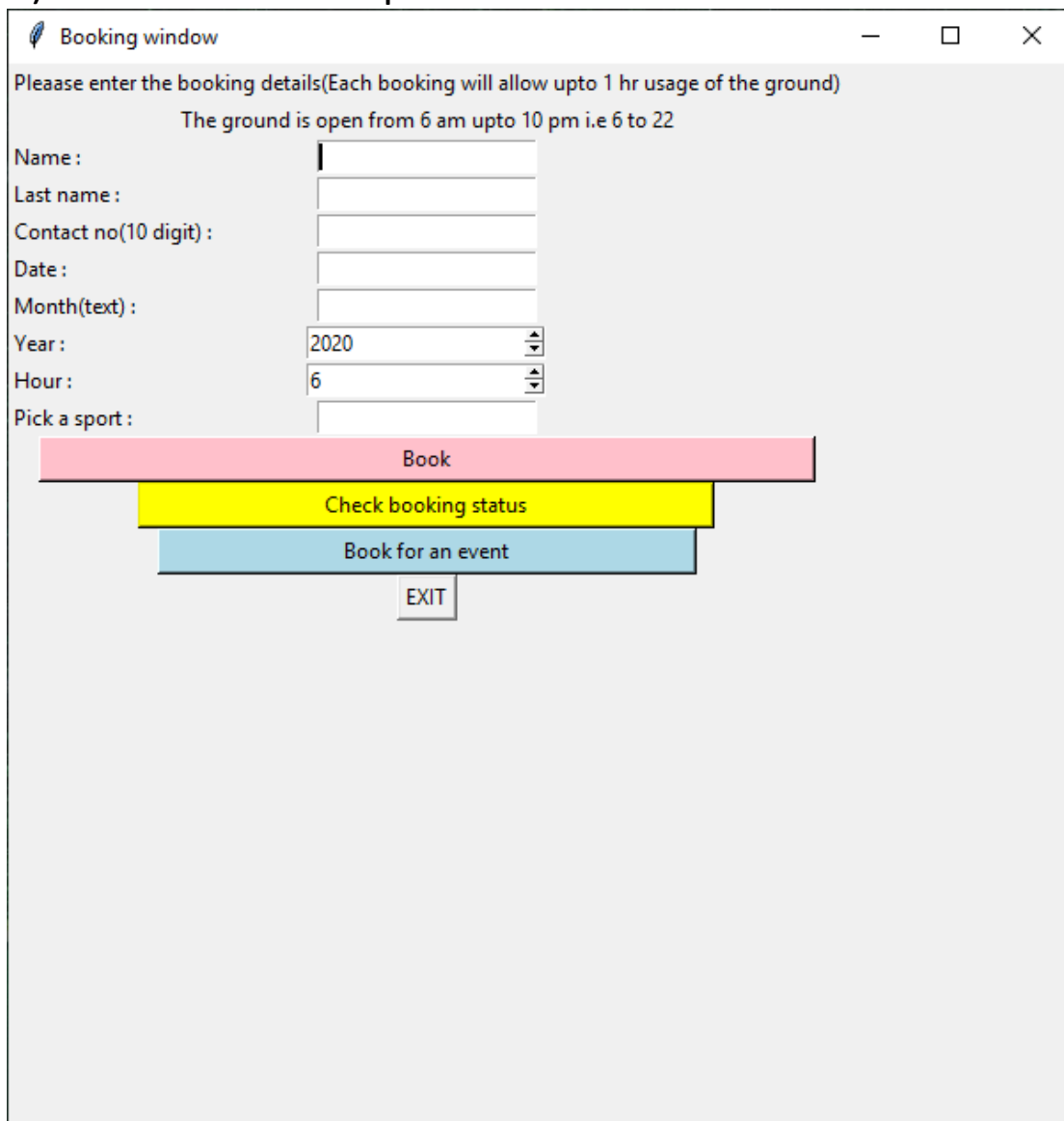


The image shows a window titled "Login" with a feather icon. The window contains the text "Please Login". Below this, there are two input fields: "Username:" with the value "rushank" and "Password:" with the value "\*\*\*\*\*". A "Login" button is located below the password field. Below the "Login" button, there are two more buttons: "Delete User" (in red text) and "EXIT".

4) If username or password is invalid then



5) if username and password matches then

A screenshot of a desktop application window titled "Booking window". The window has a standard Windows-style title bar with minimize, maximize, and close buttons. The main content area has a light gray background. At the top, it says "Please enter the booking details(Each booking will allow upto 1 hr usage of the ground)" and "The ground is open from 6 am upto 10 pm i.e 6 to 22". Below this, there are several input fields: "Name :", "Last name :", "Contact no(10 digit) :", "Date :", "Month(text) :", "Year :" (with a dropdown menu showing "2020"), and "Hour :" (with a dropdown menu showing "6"). Below these fields is a label "Pick a sport :" followed by a text input field. At the bottom of the window, there are four buttons: "Book" (pink), "Check booking status" (yellow), "Book for an event" (blue), and "EXIT" (white with a gray border).

6) Entering booking details

Booking window

Please enter the booking details(Each booking will allow upto 1 hr usage of the ground)

The ground is open from 6 am upto 10 pm i.e 6 to 22

Name : Rushank

Last name : Sheta

Contact no(10 digit) : 9820225709

Date : 15

Month(text) : March

Year : 2020

Hour : 6

Pick a sport : football

Book

Check booking status

Book for an event

EXIT

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

Booking Status

Booking Status is :

Book more

Booking successful for

First name	Last name	Contact no	Date	Month	Year	Time	Sport
Rushank	Sheta	9820225709	15	March	2020	6	football

EXIT

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

Booking window

Please enter the booking details(Each booking will allow upto 1 hr usage of the ground)

The ground is open from 6 am upto 10 pm i.e 6 to 22

Name : Harsh

Last name : Pandya

Contact no(10 digit) : 1234567891

Date : 2

Month(text) : April

Year : 2020

Hour : 9

Pick a sport : cricket

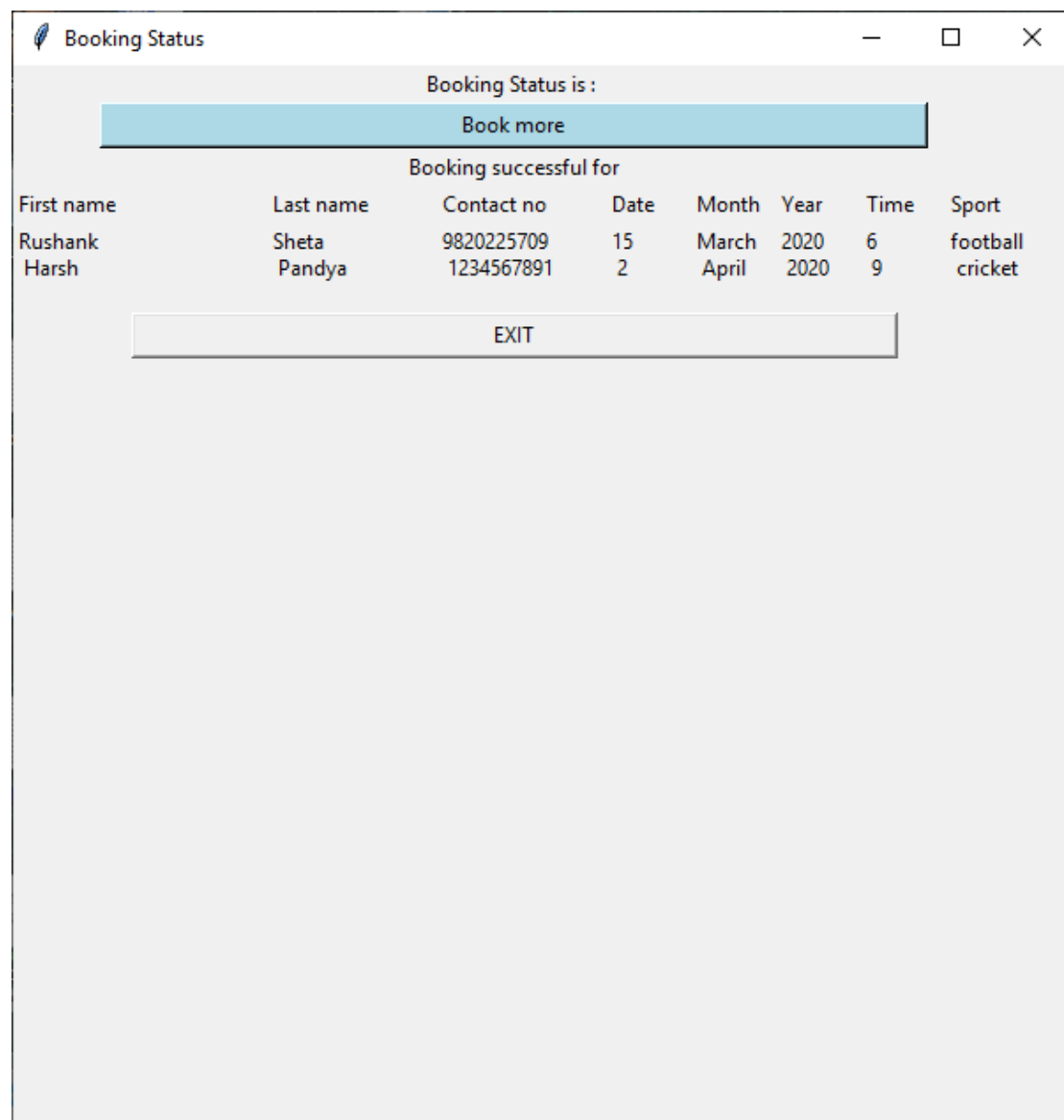
Book

Check booking status

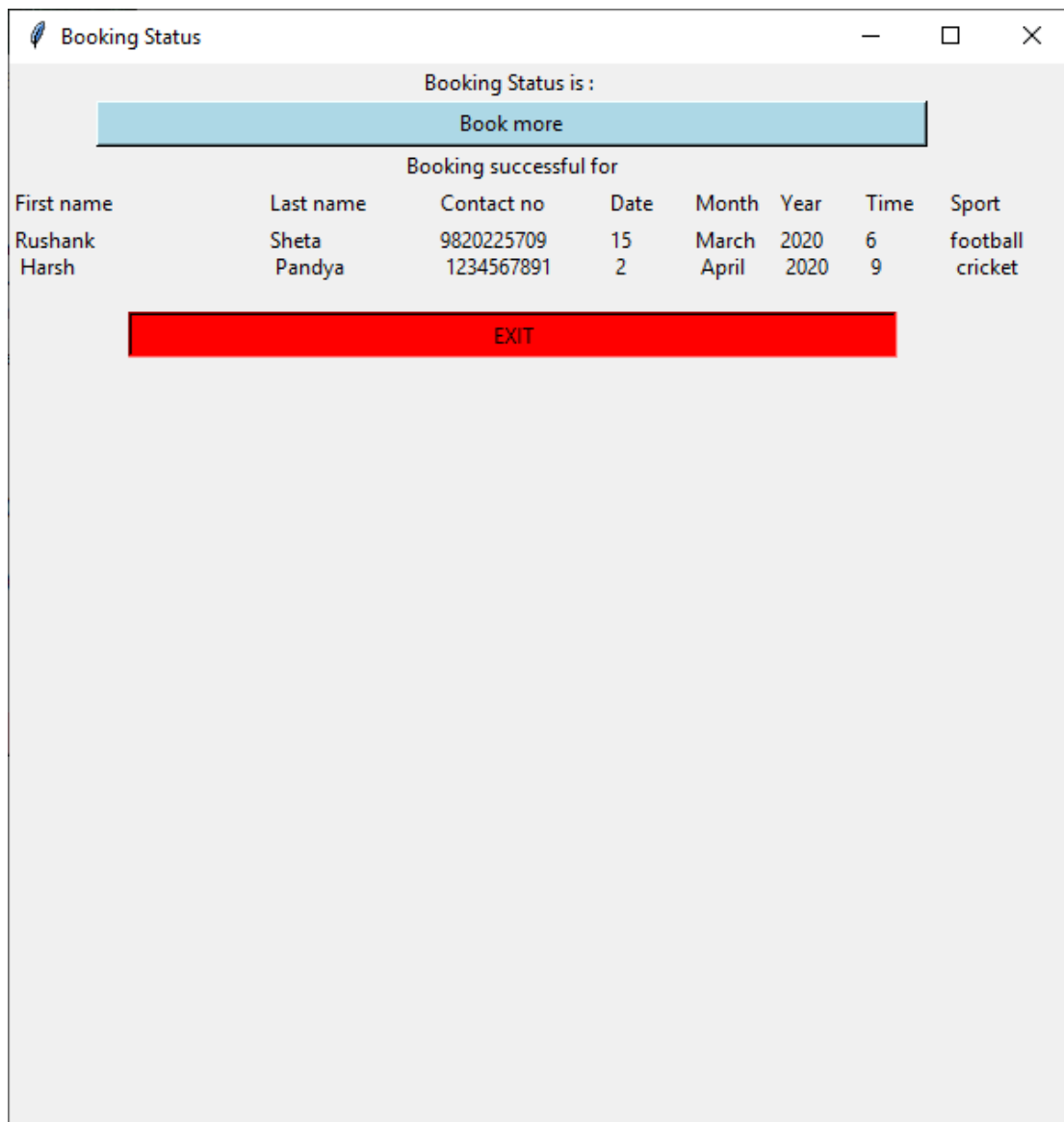
Book for an event

EXIT

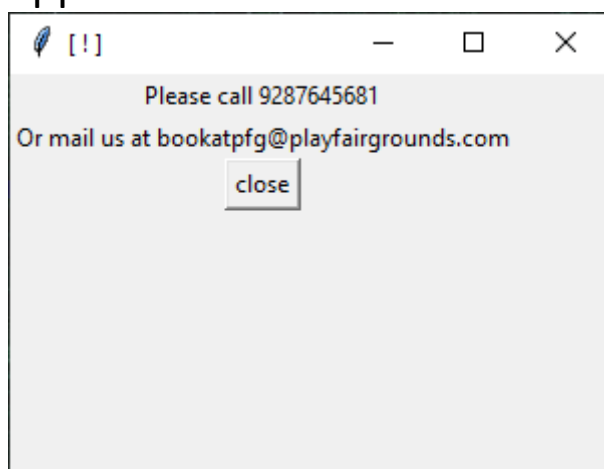
9) Pressing 'book' and then pressing 'check booking status' buttons



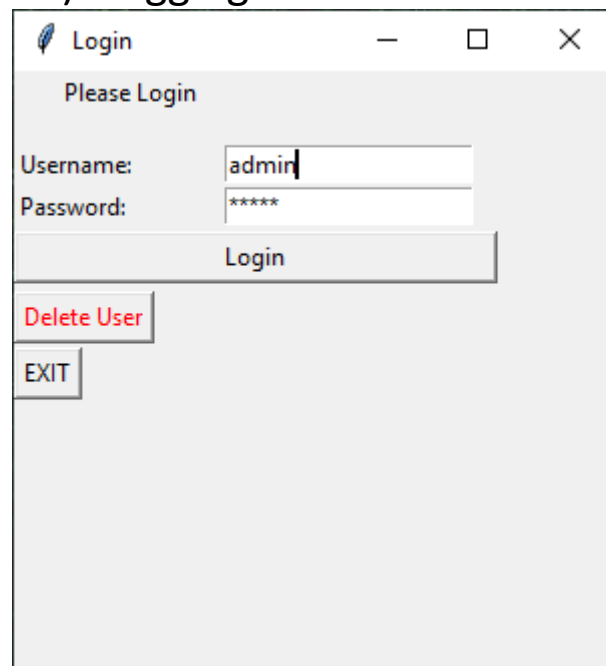
10) Pressing 'exit' button to close current frame



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



## 12) Logging in as admin



Login

Please Login

Username: admin

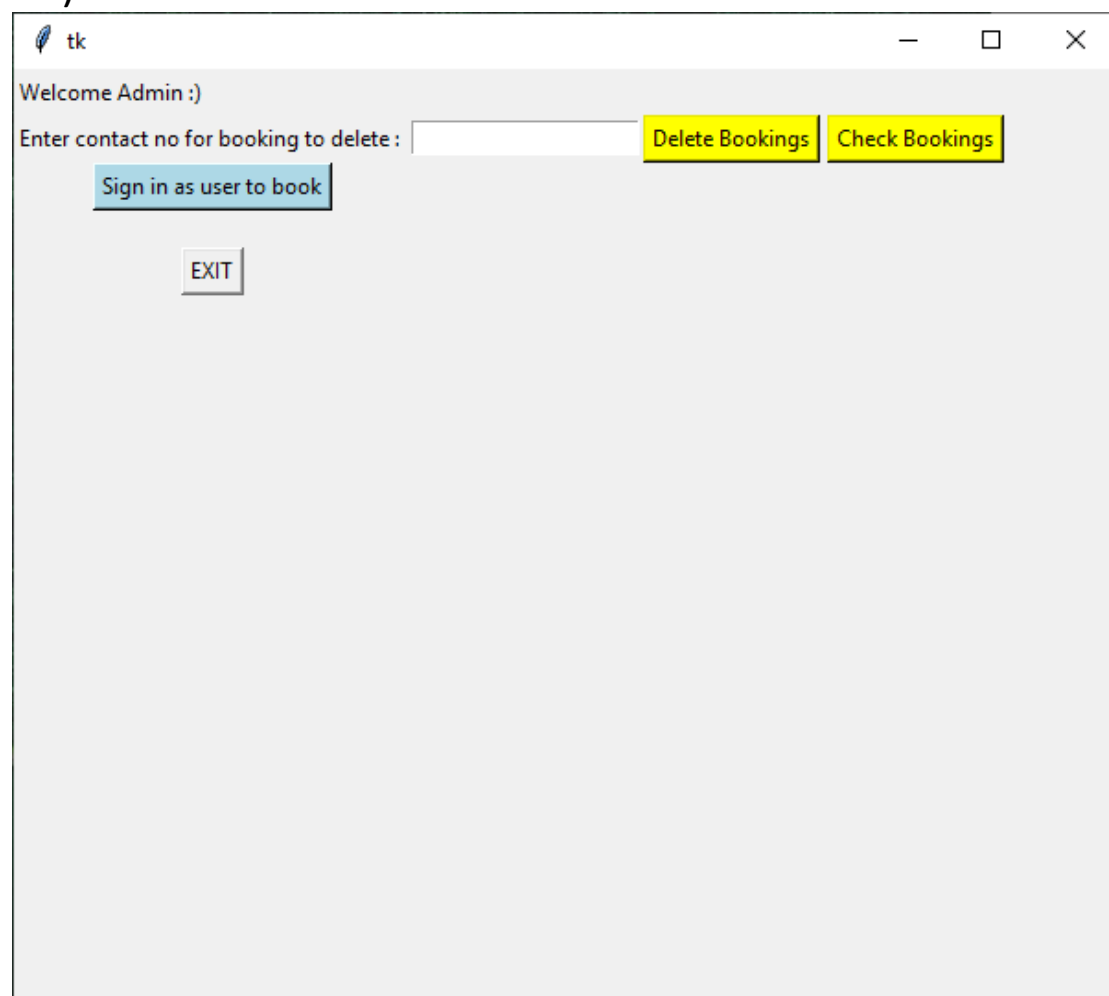
Password: \*\*\*\*\*

Login

Delete User

EXIT

## 13) Admin window



tk

Welcome Admin :)

Enter contact no for booking to delete:

Delete Bookings Check Bookings

Sign in as user to book

EXIT



## 14) Clicking 'check bookings' button

Welcome Admin :)

Enter contact no for booking to delete :

[Sign in as user to book](#)

First name	Lastname	Contact no	Date	Month	Year	Time	Sport
Rushank	Sheta	9820225709	15	March	2020	6	football
Harsh	Pandya	1234567891	2	April	2020	9	cricket

[EXIT](#)

## 15) Deleting record with unique contact no '1234567891' and then clicking 'check bookings' button

Welcome Admin :)

Enter contact no for booking to delete :

[Sign in as user to book](#)

First name	Lastname	Contact no	Date	Month	Year	Time	Sport
Rushank	Sheta	9820225709	15	March	2020	6	football

[EXIT](#)

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

The screenshot shows a window titled "Booking window" with a standard Windows title bar (minimize, maximize, close buttons). The main content area has a light gray background. At the top, it says "Please enter the booking details(Each booking will allow upto 1 hr usage of the ground)" and "The ground is open from 6 am upto 10 pm i.e 6 to 22". Below this are several input fields: "Name :", "Last name :", "Contact no(10 digit) :", "Date :", "Month(text) :", "Year :" (with a dropdown menu showing "2020"), "Hour :" (with a dropdown menu showing "6"), and "Pick a sport :". Below the input fields are three buttons: a pink "Book" button, a yellow "Check booking status" button, and a blue "Book for an event" button. At the bottom center is a small "EXIT" button.

17) 'Exit' button returns back to previous window

The screenshot shows a window titled "tk" with a standard Windows title bar. The main content area has a light gray background. At the top, it says "Welcome Admin :)" and "Enter contact no for booking to delete :". Below this is a text input field and two yellow buttons: "Delete Bookings" and "Check Bookings". Below the input field is a blue button labeled "Sign in as user to book". Below the buttons is a table with the following data:

First name	Lastname	Contact no	Date	Month	Year	Time	Sport
Rushank	Sheta	9820225709	15	March	2020	6	football

At the bottom center is a small "EXIT" button.

18) 'exit' button to close program :)

# sports playground booking system

#Rushank G Sheta ( SE IT )

```
'''for admin login
```

```
password = admin
```

```
from tkinter import *
```

```
import sqlite3
```

```
creds = 'tempfile.temp'
```

```
conn = sqlite3.connect('booking.db')
```

```
#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)')
```

```
def Signup():
```

global roots

```
roots.title('Signup')
```

```
intruction.grid(row=0, column=0, sticky=E)
```

```
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()
```