



BVRIT HYDERABAD College of Engineering for Women
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Department of CSE(Artificial Intelligence and Machine Learning)

OPERATING SYSTEMS PROJECT

Project Name: File Explorer

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Problem Statement

Develop a File Manager Explorer application with a user-friendly graphical interface. This application should empower users to effortlessly navigate their file system, offering standard operations like creating, opening, saving, renaming, copying, moving, and deleting files.

Additionally, provide features like file information display, confirmation dialogs, search functionality, multiple views, and integration with system utilities.

Ensure the application's compatibility across major operating systems, prioritize security, and conduct usability testing to optimize user experience.

The goal is to deliver an efficient and intuitive file management solution for users to interact seamlessly with their files and folders.

Description

- A File System Manager is a software tool designed to facilitate the organization, navigation, and manipulation of files and directories within a computer system.
- It provides users with a graphical or command-line interface to perform various file operations, such as creating, opening, saving, renaming, copying, moving, and deleting files.
- Additionally, a File System Manager may offer features like displaying file information, supporting multiple views, enabling search functionality, and integrating with system utilities.
- The primary aim is to streamline file management tasks, enhance user accessibility, and provide a convenient environment for users to interact with their digital files effectively.

Program

1. Installing tkinter and easygui:

Pip install tkinter

pip install easygui

2. Importing libraries

```
from tkinter import filedialog
```

```
from tkinter import *
```

```
import easygui
```

```
import os
```

```
from tkinter import messagebox as mb
```

3. Save the File

```
def Save():
```

```
    def SaveAs():
```

```
        FileName = filedialog.asksaveasfile(initialdir="/", defaultextension='.txt', filetypes=[("text files", ".txt"), ("all files", "*")])
```

```
        FileText = str(textspace.get(1.0, END))
```

```
        FileName.write(FileText)
```

```
    Screen.destroy()
```

```
    SaveWindow = Tk()
```

```
    button = Button(text="SaveAs", command=SaveAs)
```

```
    button.pack()
```

```
    textspace = Text(SaveWindow)
```

```
    textspace.pack()
```

4. Open the File:

def Open():

```
    Read=easygui.fileopenbox()
    try:
        os.startfile(Read)
    except:
        mb.showinfo("file not found")
```

5. Renaming the file:

def Rename():

```
    Read=easygui.fileopenbox()
    pathnew = os.path.dirname(Read)
    extension=os.path.splitext(Read)[1]
    print("Enter new name of the file")
    newName=input()
    path1 = os.path.join(pathnew, newName+extension)
    print(path1)
    os.rename(Read,path1)
    mb.showinfo("File Renamed !")
```

6. Deleting a file:

def Delete():

```
    Read=easygui.fileopenbox()
    if os.path.exists(Read):
        os.remove(Read)
    else:
        mb.showinfo("File not found , please check!")
```

7. Copying a file:

def Copy():

```
    Read=easygui.fileopenbox()
    destination1=filedialog.askdirectory()
    shutil.copy(Read,destination1)
    mb.showinfo("File successfully copied ")
```

8. Deleting a folder:

def DeleteFolder():

```
    DelFolder = filedialog.askdirectory()
    os.rmdir(DelFolder)
    mb.showinfo("Folder successfully deleted")
```

9. Creating a folder:

def CreateFolder():

```
    Folder = filedialog.askdirectory()
    print("Enter a name for the folder")
    NewFolder=input()
    path = os.path.join(Folder, NewFolder)
    os.mkdir(path)
    mb.showinfo("Folder created successfully")
```

10. Initializing window and creating buttons:

```
Screen=Tk()
Screen.title("File Explorer by - ProjectGururkul ")
Screen.geometry("400x400")
Screen.config(bg="yellow")
SaveButton = Button(text="Save",command=Save)
SaveButton.place(relx=0.3,rely=0.2)
OpenButton = Button(text="Open",command=Open)
OpenButton.place(relx=0.5,rely=0.2)
RenameButton = Button(text="Rename",command=Rename)
RenameButton.place(relx=0.3,rely=0.4)
CopyButton = Button(text="Copy",command=Copy)
CopyButton.place(relx=0.5,rely=0.4)
DeleteButton = Button(text="Delete File",command=Delete)
DeleteButton.place(relx=0.3,rely=0.6)
DeleteFolderButton = Button(text="Delete Folder",command=DeleteFolder)
DeleteFolderButton.place(relx=0.5,rely=0.6)
CreateFolderButton = Button(text="Create Folder",command=Rename)
CreateFolderButton.place(relx=0.3,rely=0.8)
MoveFileButton = Button(text="Move File",command=MoveFile)
MoveFileButton.place(relx=0.5,rely=0.8)
mainloop()
```

Output

