LMOME PYTHON GUI

```python
#!/usr/bin/python2.6 -tt
import sys
import os
import re
#import wx
#import cl
import pygame.mixer
from Tkinter import *
from time import sleep
#import Tkinter.messagebox

class Frame_1(Frame):
  def __init__(self):
    Frame.__init__(self)
    Frame_1.gui_input=StringVar()#class variable
    Label(self,text="Entry: ",font=12).pack(side=LEFT,padx=2,pady=2)
    #side=LEFT
    self.textfield=Entry(self)#instance variable
    self.textfield.pack(side=LEFT,padx=2,pady=2)
    #side=LEFT
    l1=Label(self,textvariable=Frame_1.gui_input,height=0,font=12)
    l1.pack(side=LEFT,padx=2)
    #side=RIGHT
    #Frame_1.textfield.insert(0,"empty")


class LMome:
  keygen=["0","0"]
  problema="status ok"
  def mome(self,filename,Input):
          #previne redundancia real
    if LMome.keygen[1]==Input:
      return LMome.keygen[0]
    try:
      f=open(filename,'rU')
    except Exception as causa:
      LMome.problema=causa
      print 'Problema %s' % causa
      return "error"
    for line in f:
      line=line[:-1]
      item=line.split('    ')
      keyfound=(item[0]==Input) #Bool
      if keyfound:
        #MOME UPDATE
        LMome.keygen[0]=item[1]
        LMome.keygen[1]=Input
```

```python
            f.close()
            break
        return LMome.keygen[0]

class Gui():
    def __init__(self):
        app = Tk()
        app.title("MOME")
        app.geometry('350x100+10+10')

        #sounds = pygame.mixer
        #sounds.init()
        #s=sounds.Sound("Weather Girls - Its Raining Men.mp3")
        #wait_finish(s.play())

        #Local variables
        Gui.gui_output=StringVar()
        Gui.problema=StringVar()
        Gui.gui_output.set('0')
        #Funtions
        def wait_finish(channel):
            while channel.get_busy():
                pass
        def shutdown():
            #if askokcancel(title="are you sure",message="do you realy want to quit"):
            print "Exiting program"
            sleep(1)
            app.destroy()
            #exit()
        def _Gui__save_data():
            Frame_1.gui_input.set(panel.textfield.get())
            Input=LMome.keygen[0]+":"+Frame_1.gui_input.get()#keyMOME
            print ("entrada %s" % Input)
            if Frame_1.gui_input==None:
                Frame_1.gui_input.set("Enter")
            panel.textfield.delete(0,END)
            devolver="saida -> " + LMome().mome(filename,Input)#instance overflow ?
            Gui.gui_output.set(devolver)
            Gui.problema.set(LMome.problema)
            print "output " + Gui.gui_output.get()

        panel=Frame_1()
        panel.pack(side=TOP)

        l1=Label(app,textvariable=Gui.gui_output,height=1,font=12)
        l1.pack(pady=2)
        #pady=2,side='left'
        l2=Label(app,textvariable=Gui.problema,height=1)
        l2.pack(side='left',pady=2)
```

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    #side='left',pady=2
    Button(app,text="Enter",command=__save_data,width=5).pack(side='right',padx=2,pady=2)
    #side='bottom',padx=2,pady=2
    app.protocol("WM_DELETE_WINDOW",shutdown)
    app.mainloop()

if __name__=='__main__':

    filename=sys.argv[1]

    app_1=Gui()
```
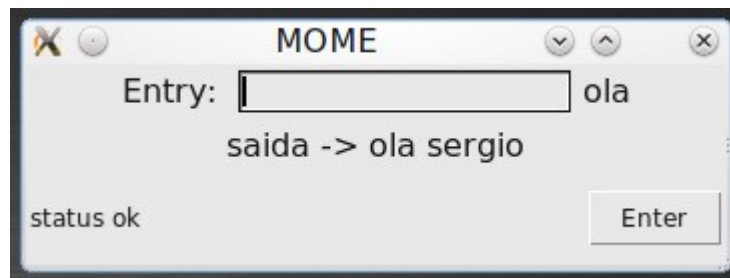
GUI

program: example.txt

```
0:0      0
0:1      1
1:0      2
2:1      0
1:1      0
0:2      0
0:ola    ola sergio
ola sergio:sair 0
```