

MOME PYTHON GUI

FILE=MOME_3.py

```
#!/usr/bin/python2.6 -tt
import sys
import os
import re
#import pygame.mixer
from Tkinter import *

class MOME:
    keygen=['0','0']
    def MOME(self,filename,Input):
        if self.keygen[1]==Input:
            return self.keygen[0]
        try:
            f=open(filename,'rU')
        except IOError:
            print 'IOError',filename
            exit()
        for line in f:
            line=line[:-1]
            item=line.split(':')
            keyfound=(item[0]==self.keygen[0] and item[1]==Input) #Bool
            if keyfound:
                #MOME UPDATE
                self.keygen[0]=item[2]
                self.keygen[1]=Input
                f.close()
                break
        return self.keygen[0]

if __name__=='__main__':

    object_1=MOME()
    Hist='empty'
    ###
    app = Tk()
    app.title("MOME")
    app.geometry('200x50+50+50')
    ### Gui Variables
    gui_input=StringVar()
    gui_input.set(None)

    gui_output=StringVar()
    gui_output.set(None)
    ###
    filename='file.txt'
    ###
```

```
Label(app,text="Output: ").pack()

l1=Label(app,textvariable=gui_output)
l1.pack()

###
while True:
    Input=raw_input("enter: ")
    gui_input.set(Input)
    if Input=='sair':
        exit()
    if Input==Hist: #one shot
        continue
    Hist=Input
    #####
    gui_output.set(object_1.MOME(filename,Input))
    print "saida: %s" % gui_output.get()

app.mainloop()
```

FILE=MOME_4.py

```
#!/usr/bin/python2.6 -tt
import sys
import os
import re
#import pygame.mixer
from Tkinter import *

class MOME:
    keygen=['0','0']
    def MOME(self,filename,Input):
        if self.keygen[1]==Input:
            return self.keygen[0]
        try:
            f=open(filename,'r')
        except IOError:
            print 'IOError',filename
            exit()
        for line in f:
            line=line[:-1]
            item=line.split(':')
            keyfound=(item[0]==self.keygen[0] and item[1]==Input) #Bool
            if keyfound:
                #MOME UPDATE
                self.keygen[0]=item[2]
                self.keygen[1]=Input
                f.close()
                break
        return self.keygen[0]
##
def save_data():
    data=textfield.get()
    if data==None:
        data="Enter"
    textfield.delete(0,END)
    gui_input.set(data)
    gui_output.set(object_1.MOME(filename,data))
    print gui_output.get()

if __name__=='__main__':
    object_1=MOME()

    app = Tk()
    app.title("MOME")
    app.geometry('200x100+200+100')
    #Gui Variables
    gui_output=StringVar()
    gui_output.set(None)
```

```
gui_input=StringVar()
gui_input.set(None)

filename='file.txt'

Label(app,text="Entry: ").pack()

textfield=Entry(app)
textfield.pack()

Button(app,text="Save",command=save_data).pack()

l1=Label(app,textvariable=gui_output,height=10)
l1.pack(side='left')

print "start"

app.mainloop()
```