MOME PYTHON GUI

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,'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_5.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()
```

FILE=MOME_6.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]

def leave_func():
  exit()

if __name__=='__main__':

  object_1=MOME()
  Hist='empty'
  ###
  app = Tk()
  app.title("MOME")
  app.geometry('200x100+50+50')
  ### Gui Variables
  gui_input=StringVar()
  gui_input.set(None)

  gui_output=StringVar()
  gui_output.set(None)
  ###
```

```
filename='file.txt'
###
Label(app,text="Input: ").pack()

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

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

l2=Label(app,textvariable=gui_output)
l2.pack()

Button(app,text="Sair",command=leave_func).pack()

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

app.mainloop()
```