

[WEBSITE BLOCKER]

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Submitted by

Candidate Name

(K Shyam Sai Manohar)



Under the Guidance of
(Supervisor Name)

**SRM University-AP
Neerukonda, Mangalagiri, Guntur
Andhra Pradesh – 522 240**

[Month, Year]

Certificate

Date: 27-Feb-24

This is to certify that the work present in this Project entitled “**WEBSITE BLOCKER**” has been carried out by [K Shyam Sai Manohar] under my/our supervision. The work is genuine, original, and suitable for submission to the SRM University – AP for the award of Bachelor of Technology/Master of Technology in **School of Engineering and Sciences**.

Supervisor

(Signature)

Prof. / Dr. [Name]

Designation,

Affiliation.

Co-supervisor

(Signature)

Prof. / Dr. [Name]

Designation,

Affiliation.

Acknowledgements

“The pleasure that follows the successful completion of this project would remain incomplete without a word of gratitude for the people and without whose cooperation this project would remain incomplete. It is not mere formality to place a record the tireless efforts, ceaseless cooperation, constant guidance, and encouragement of the people associated with the assignment but a distinct necessity for the ethnicity and readability of the project.”

The management theories learnt in this semester brought into practice. We have tried to make best use of their opportunity. The work bears the imprint of many persons under whom we did this project

We are thankful to our instructor Mr. **Suresh Babu Sunkara**, for his scholarly guidance, advice, and encouragement and for providing necessary facilities to carry out the discussion in prescribed period.

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Abstract

The website blocker in Python. This project is a simple mini project which is build using some In- build functions and libraries of python and compiled in VS Code.

The objective of Website Blocker python project is to block the given websites from any device. This project will help the user to stay away from their distraction by blocking websites from their device so that they can't open them.

In this Python Website Blocker Project, the user can enter multiple websites to block, and then clicking on the block button will check the condition that if the website already blocked then print 'already blocked' else blocked all that websites and print 'blocked'.

System Requirement Specification

The project can be accessed or developed under this criterion only

SOFTWARE REQUIRMENTS:

Any Windows, Macintosh, Linux-based operating system with any IDLE containing Python version 3.5.4 or above

HARDWARE REQUIREMENTS: -

Hard disk drive: 100 GB and cloud data

if needed RAM: Minimum 2 GB

Processor: intel core i3 or AMD Ryzen 3

Requirements For Software Development:

Windows 7 or up are required. The system must be connected via LAN and connection to internet is mandatory, only if u have cloud system or not necessary.

Introduction

Website blockers are software programs that are used to block any websites on the internet and prevent us from accessing them. They are most widely used as browser extensions that “Blacklist” websites for you so that you cannot see the results from those websites. But here, we are going to create a program that blocks websites and you cannot access those blocked websites.

The objective of this project is to create a GUI-based website blocker for windows as well as linux, which will also have an option to unblock those websites. For this project, you will need basic understanding of Tkinter library widgets and the messagebox components of the Tkinter library.

About the website blocker in real life

In this Python Project, we will build a GUI-based Website Blocker for Windows and Linux which will also have an option to unblock the blocked websites.

It is an intermediate-level project, and you should have knowledge about gui applications and computer networking before you begin. You will also need to have knowledge about Python File I/O. If you do not know, no worries, we will explain all of them. Let’s build this interesting python project!

The goal of the Website Blocker python project is to ban certain websites from being accessed from any device. This project will assist the user in avoiding distractions by preventing them from accessing web pages on their smartphone.

The user may input numerous websites to block in this Python Website Blocker Project, and then hitting the block button will verify the condition that if the website has already been banned, it will print 'already blocked', else it will block all of the websites and print 'blocked'.

2.Methodology

Description of module 1:

In this module we have imported tkinter package and its modules, string and random module. Then initialize tkinter using Tk () method.

In this section of the tutorial, we are going to build a real-time most popular python application known as website blocker.

This application can be used to block the websites so that the user can not open them during the specific period.

Let's discuss how can we build such an application by using python.

2.1.1 Running process:

Similarly, the program runs and gives the user to select whether the user wants to block a website or wants to unblock a website user can select according to option he/she require such as to block or unblock a website.

To block the access to a specific website on the computer, we need to configure the **host's** file.

Windows: C:\Windows\System32\drivers\etc

mac and Linux: /etc/hosts

The program is user friendly and runs according to the user's wish.

Code:

```
from tkinter import *
root = Tk()
fr=Frame(root)
fr.pack()
host_path='C:\Windows\System32\drivers\etc\hosts'

ip_address='127.0.0.1'
def display(): # function to display blocked website
    ptr=1
    with open(host_path,'r') as host_file1:
        file_content1=host_file1.readlines()
        for line in file_content1:
            if ptr >= 20:
                print(line)
            ptr+=1

def submit(): # function to block website
    y1=entry1.get()
    website=y1
    with open(host_path,'r+') as host_file:
        file_content=host_file.readlines()

        if website in file_content:
            Label(root,text="Already
Blocked",font=('arial',10,'bold')).place(x=1000,y=90)
            pass

        else:
            host_file.write(ip_address+" "+website+'\n')
            Label(root,text="Blocked",font=('arial',10,'bold')).place(x=1000,y
=90)
            host_file.close()
def submit1(): # function to unblock website
    y2=lbx.get(ACTIVE)
    website1=y2
    print(website1)
    count=0
    with open(host_path,'r+') as host_file1:
        file_content1=host_file1.readlines()
        web=ip_address+" "+website1
        with open (host_path , 'r+') as f:
            for line in file_content1:
                if line!=website1:
                    f.write(line)
                else:
                    count=1
```

```

        f.truncate()
    host_file1.close()
    if(count==1):
        Label(root,text="unBlocked",font=('arial',10,'bold')).place(x=1000,y=250)

root.title("sai venkat")
photo=PhotoImage(file='C:\\Users\\saive\\Downloads\\website
blockimage.png') # to upload image in folder
lable= Label(root,
               text="website blocker",
               font=('Arial',20,'bold'),
               fg='white',
               bg='black',
               relief=RAISED,
               bd=(10),
               padx=(40),
               pady=(40),
               image=photo,
               compound='bottom').place(x=150,y=10)
lable1=Label(root,text=("To Block The WebSite Paste The Link Here"),
              font=('Ar
              ial',10,'bold') ,
              fg='white
              ',
              bg='black',
              relief=RAISED,
              bd=(10),
              padx=(10),
              pady=(10),
              compound=
              'bottom'
              ).place(x
              =600,y=30)
lable2=Label(root,text=("Select The Website To Unblock"),
              font=('Ar
              ial',10,'bold') ,
              fg='white
              ',
              bg='black
              ',
              relief=RAISED,
              bd=(10),
              padx=(10),
              pady=(10),
              compound=
              'bottom'

```

```

).place(x
=600,y=120)
entry1 = Entry(root,width=40)
entry1.place(x=600,y=90)

button =Button(root,
                text="block",
                font=('Arial',10,'bold'),
                fg='white',
                bg='black',
                relief=RAISED,
                command=submit
                ).place(x=900,y=90)
button1=Button(root,
                text="un block",
                font=('Arial',10,'bold'),
                fg='white',
                bg='black',
                relief=RAISED,
                command=submit1
                ).place(x=900,y=250)

lbx=Listbox(root,font=("verdana",16))
lbx.place(x=600,y=200)
ptr=1
with open(host_path,'r') as host_file1:
    file_content1=host_file1.readlines()
    for line in file_content1:
        if ptr >= 24:
            lbx.insert(END,line)
        ptr+=1
root.mainloop()

```

Output:

```
Administrator: Command Prompt
Microsoft Windows [Version 10.0.22621.819]
(c) Microsoft Corporation. All rights reserved.

C:\Windows\System32>cd..

C:\Windows>cd..

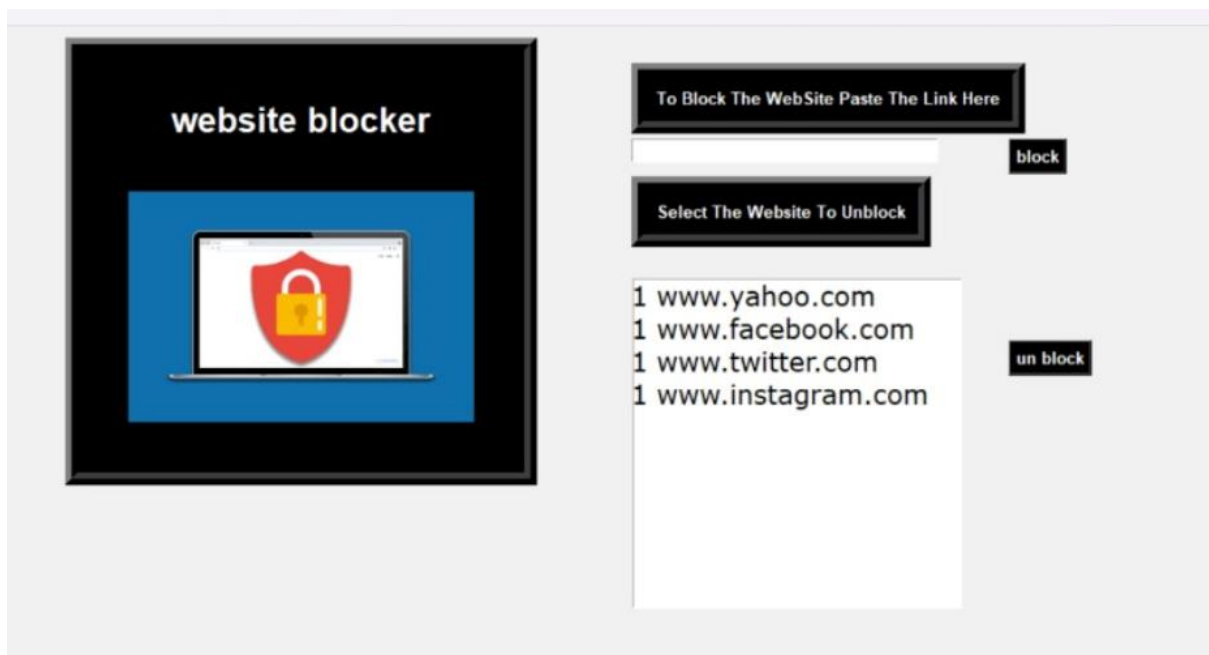
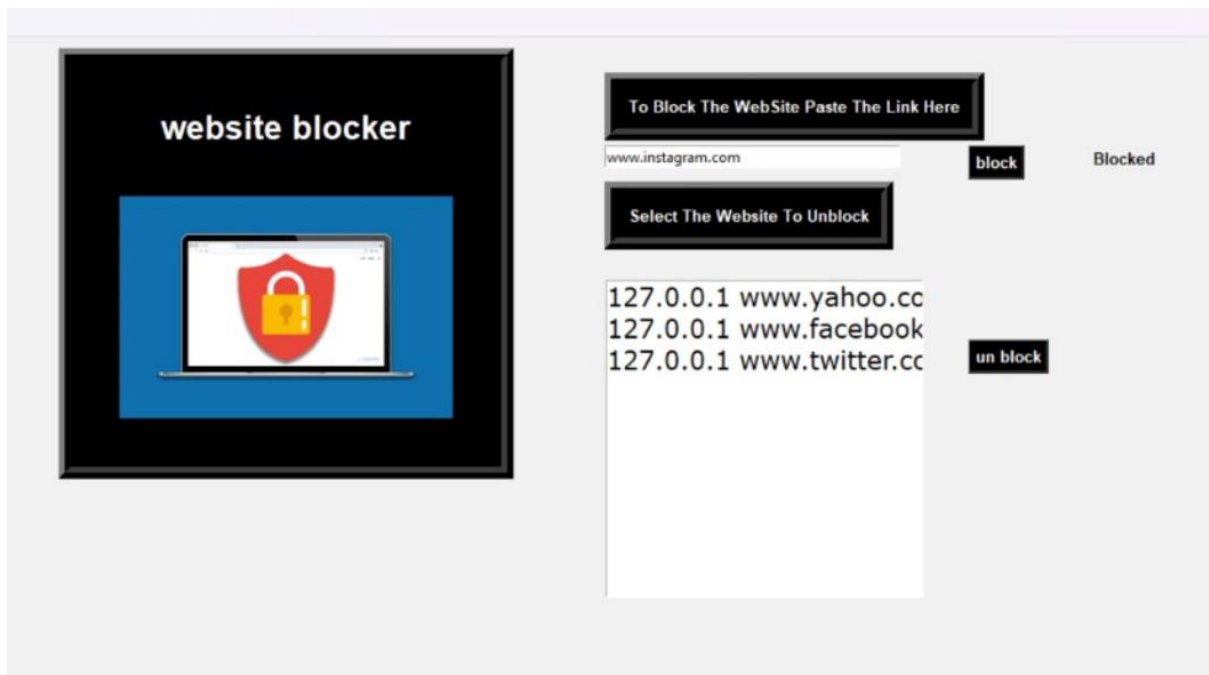
C:\>cd proj

C:\proj>python trail.py

C:\proj>python trail.py
127.0.0.1 www.twitter.com

C:\proj>
```





3. Concluding Remarks

The main moto of this project is to digitalize the data logging process, initialization of this process is done by python due to its versatility and liability, The chance of integrating it with many modules.

By this project we understood the usage of importing files as modules, exception handlings like try and except to overcome the ambiguity and usage of tkinter. Well nurtured case study of files, interlinking write only files and read only files with the main file. Inhibiting the password authentication by string comparisons for end-to-end encryption of the data.

Giving a user-friendly interface besides not using any front-end development made the usage of interpreter up to the mark, and thus we can conclude that tic tac toe is crucial and can be satisfied by using python programming language with some inbuilt modules.

4.Future Work:

The futuristic vision of this project is to add database servers for this entire data, using modules like tkinter, random for data handling. Storing log details in the cloud for end- to-end encryption of data.

Using the data of this managing system and creating a data model which includes semi supervised learning and some of the former artificial intelligence techniques. This includes how the password is strong enough and creates password according to our comfort of strength.

Developing a user-friendly application, which has a biased front-end showcasing different aspects and options for user and admin, integrating the application with fintech enterprises for transactions, which makes this management system more reliable

References

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