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**eShelf README**

Video link: <https://mediaspace.minnstate.edu/media/Python+Final+Project/1_oko184u9>

To use this program:

You’ll require a csv file consisting of title, author, and genre in the data file named, bookshelf.csv; this is included in the project. Running the program without it will generate a pop-up error that the file is missing.

To run the program, use the eShelf.py file. The main window has spaces to input title and author. There’s also a drop-down menu to specify genre. If there’s a genre that isn’t included, it can be added to the menu in the py file where indicated.

There are 4 buttons that can be used.

The “Add Book” button will add a new book to the bookshelf.csv file. Title and genre are required fields. Author isn’t required but recommended. If the book was added successfully, a pop-up will be generated. If you have many books to add, this can be commented out where indicated in the py file.

The “Remove Book” button will remove a specified book from the bookshelf.csv file. Title is a required field. It must match the title in the csv file. A pop-up will be generated indicating either the book was removed or not found.

The “Give Me a Recommendation” button will generate a pop-up with a random book from the csv file based on the Genre drop-down; if “Choose a genre:” is selected, all books will be included. If the selected genre isn’t included in the file, a pop-up will be generated indicating that the genre isn’t in the csv.

The “Help” button will display a pop-up with an overview of the program.