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'''
Lab 4- Multithreading

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CIS 41B

Test with Threading - uses multithreading to access APIs and get the data
to run the Weather App

'''
import tkinter as tk
import requests
import json
import tkinter.messagebox as tkmb
import tkinter.filedialog
import os

import threading
import time

zip_codes = [92093, 90013, 95192, 94132, 94720, 95064, 95819, 92697,
93940, 94544] # Global variable for cities

class mainWin(tk.Tk):
    def __init__(self):
        super().__init__()
        self._cities = []
        self._temps = []
        self._descriptions = []

        ### WIDGETS ###
        self.title("Welcome to the Weather App")
        tk.Button(self, text = "Choose a city", command =
self._getInformation).grid(row= 0, padx=8)

        # Listbox & Scrollbar
        S = tk.Scrollbar(self)
        self._LB = tk.Listbox(self, width = 75, yscrollcommand=S.set)
        S.config(command = self._LB.yview)
        self._LB.grid(row = 1, column = 0)
        S.grid(row = 1, column = 1, columnspan= 2, sticky = 'ns')

        # Part 3
        self.update() # widgets
        appear even though data is still loading

        ### Web Access & Data Pop ###
        self._appid = '6a2f36aefde82926cc37558161b2d56a' # unique key

        # THREADING APPLICATION
        threads = []
        start = time.time() # START Timer

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        for i in zip_codes:
            url = 'http://api.openweathermap.org/data/2.5/weather?zip='+
str(i)+'us&units=imperial&APPID='+self._appid
            t = threading.Thread(target = self._getdata, args = (url,))
            threads.append(t)
            t.start()

        for t in threads:
            t.join()

        print('Threading - total elapsed time:', time.time()-start,'s')
# END Timer

        self._totalInfo= dict(zip(self._cities,
zip(self._temps,self._descriptions))) # dictionary with city as key

Used in _getInformation
'''
Data Population from URLs
'''
def _getdata(self, url):
    page = requests.get(url)
    data = page.json()

    self._cities.append(data['name'])
    self._temps.append(data['main']['temp'])

    descrp_perCity= set()
    for i in range(len(data['weather'])):
        descrp_perCity.add(data['weather'][i]['description'])
    self._descriptions.append(descrp_perCity)

'''
Creates dialog box with city options and displays information in
listbox
'''
def _getInformation(self):
    dialog = dialogBox(self,self._cities)
    self.wait_window(dialog)

    choice = dialog.getUserChoice()
    choice_city = sorted(self._cities)[choice]
    choice_temp = self._totalInfo[sorted(self._cities)[choice]][0]
    choice_des = self._totalInfo[sorted(self._cities)[choice]][1]

    lb_display= [choice_city,':',choice_temp,'degrees, ','",'.join(i
for i in choice_des)]
    if choice != -1: self._LB.insert(tk.END, ' '.join(str(i) for i in
lb_display))
    if self._LB.size() != 0: self.protocol("WM_DELETE_WINDOW",
self._saveFile)

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'''
    If User X out of app, user will be prompted to save file with user-
    defined directory.
'''
    def _saveFile(self):

        filename = 'weather.txt'
        choice = tkmb.askokcancel('Save', 'Save your search in a directory
of your choice?', parent = self)

        if choice == True:
            choice_p = tk.filedialog.askdirectory(initialdir = ".")

            confirm = tkmb.showinfo('Save', 'File '+ filename + ' will be
saved in\n' + choice_p, parent=self)
            if confirm == True:
                text = list(self._LB.get(0,tk.END))
                fout = open(os.path.join(choice_p, filename), 'a')
                for i in text:
                    fout.write(i+'\n')
                fout.close()
            else:
                self.destroy()

'''
Displays Cities for User to choose and get information: temp and
description
'''
class dialogBox(tk.Toplevel):
    '''
        Creates dialogBox object and uses self._cities to generate radio
        buttons for cities
    '''
    def __init__(self, master, cities):
        super().__init__(master)
        self.transient(master)
        self.grab_set()
        self.focus_set()
        self.protocol("WM_DELETE_WINDOW", self._close)

        self._cities = cities # From list of cities found in main win

        self._controlVar = tk.IntVar()
        self._controlVar.set(0)

        for i, city in enumerate(sorted(self._cities)):
            tk.Radiobutton(self, text=city, variable=self._controlVar,
value=i).grid(row=i, column=0, padx=8, sticky = 'w')

            okBT = tk.Button(self, text = "OK", command =
self.destroy).grid(column = 0)
'''

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Returns users choice to use in mainWin
'''
def getUserChoice(self):
    return self._controlVar.get()

'''
If user closes dialog box, choice set to -1 and mainWin won't make a
choice
'''
def _close(self) :
    self._controlVar.set(-1)
    self.destroy()

'''
Main - allows other mains to run if they exist
'''
if __name__ == '__main__':
    app = mainWin()
    app.mainloop()

'''
Method 1 (no threads, process) ==> Elapsed time: 0.5267143249511719 s
Method 2 ==> Processing - total elapsed time: 4.804997444152832 s
Method 3 ==> Threading - total elapsed time: 3.2654874324798584 s

REFER TO lab4process.py for full analysis.
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