Report

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About the project:

The Project is about creating a gambling app, which's purpose was to get a full understanding of object-oriented programming, and specially inheritance.
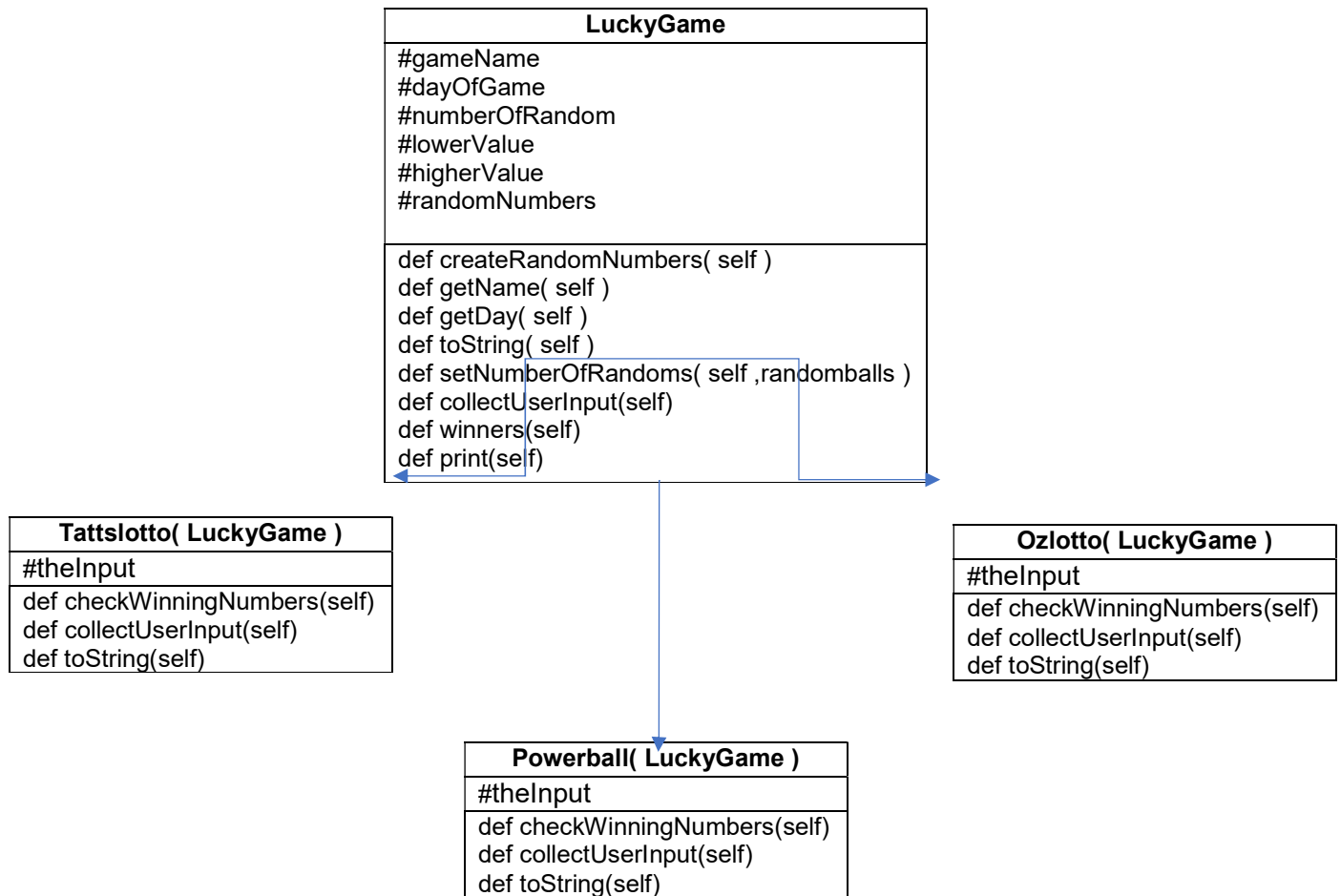
Key-Concepts:

Python, using python as object-oriented programming and Django, using for making GUI applications.

Aim of project:

The aim of project is to develop an app for gambling, which covers all type of inheritance-concepts, inheritance is very useful for developing program it makes program so amazing.
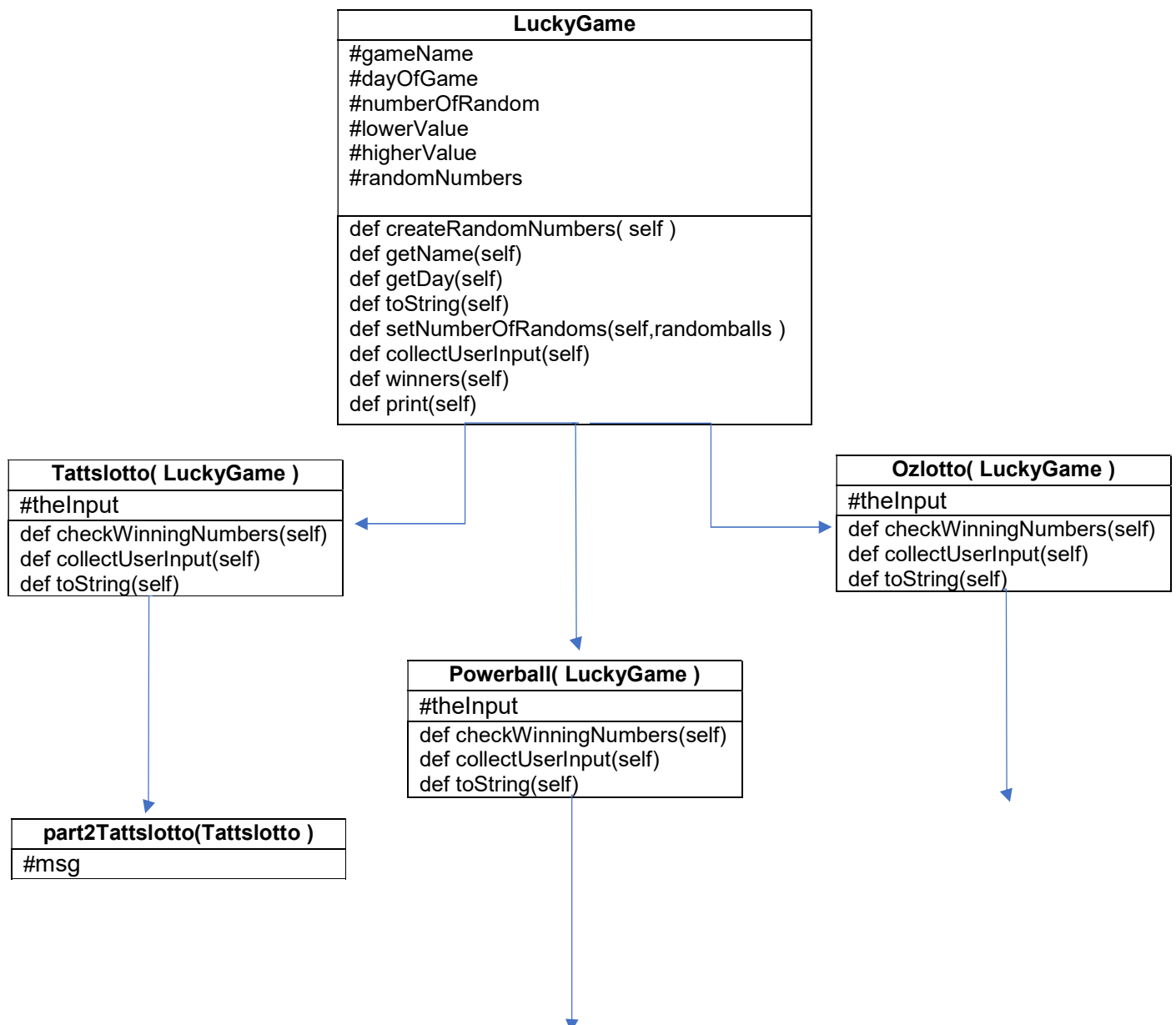
UML Diagram:

UML diagram, is basically a flowchart/hierarchy of classes how they are implemented,
UML diagram of core app (part1) is given below. This pp is developing in terminal mode,
so no class required for GUI thing.

LuckyGame

#gameName
#dayOfGame
#numberOfRandom
#lowerValue
#higherValue
#randomNumbers

def createRandomNumbers(self)
def getName(self)
def getDay(self)
def toString(self)
def setNumberOfRandoms(self ,randomballs)
def collectUserInput(self)
def winners(self)
def print(self)

Tattslotto(LuckyGame)

#theInput

def checkWinningNumbers(self)
def collectUserInput(self)
def toString(self)

Ozlotto(LuckyGame)

#theInput

def checkWinningNumbers(self)
def collectUserInput(self)
def toString(self)

Powerball(LuckyGame)

#theInput

def checkWinningNumbers(self)
def collectUserInput(self)
def toString(self)

UML of Applet:

I am using Django for web-GUI-applications, which provided some built-in stuff, Django is very good for creating instant web-application. It is so easy to implement. Here is it's hierarchy.

LuckyGame
#gameName
#dayOfGame
#numberOfRandom
#lowerValue
#higherValue
#randomNumbers
def createRandomNumbers(self)
def getName(self)
def getDay(self)
def toString(self)
def setNumberOfRandoms(self,randomballs)
def collectUserInput(self)
def winners(self)
def print(self)

Tattslotto(LuckyGame)
#theInput
def checkWinningNumbers(self)
def collectUserInput(self)
def toString(self)

Ozlotto(LuckyGame)
#theInput
def checkWinningNumbers(self)
def collectUserInput(self)
def toString(self)

Powerball(LuckyGame)
#theInput
def checkWinningNumbers(self)
def collectUserInput(self)
def toString(self)

part2Tattslotto(Tattslotto)
#msg

```
def checkWinningNumbers(self)
def set_input(self , input_num)
def winners(self)
```

part2Ozlotto(Ozlotto)
#msg
def checkWinningNumbers(self) def set_input(self , input_num)

part2Powerball(Powerball)
#msg
def checkWinningNumbers(self) def set_input(self , input_num) def winners(self)

What I learnt:

In making of this project I learned so many things including inheritance, OOP, argument passing, Django etc. I developed this project with the help of Python, Django which is best framework for web-app.

Conclusion:

By making this project, I clearly understand that Django is so good for gui application , it also has huge support community, and they are too active we can create an web application in minutes, it also uses frontend level languages, which can also be done with python.