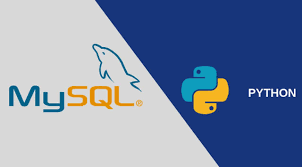
**CS PROJECT**



**Made by:** Aarav Menon (Roll no 1)

**Class:** XII-A

**Board Roll no:**

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**CERTIFICATE**

**This is to certify that Aarav Menon of class XII – A has prepared a report on the project titled “Anime-hub”. The report is the result of his efforts and endeavours. The report is found worthy of acceptance as final project report for the subject Computer Science of class XII. They have prepared the report under my guidance, for the academic year 2020 – 2021.**

**Pooja Dhingra**

**(HOD Computer Science)**

**ACKNOWLEDGEMENT**

**We would like to express our greatest gratitude to the people who have helped and supported us throughout the project. We are grateful to our teacher for her continuous support for the project from initial advice in the early stages of conceptual inceptions and throughout the ongoing advice and encouragement.**

**INTRODUCTION**

**“Anime-hub” is a program which focuses mainly on anime management. This program tells us many information which are required for those who watch anime. The project gives us various outputs from MySql tables:**

* **Top Grossing Anime**
* **Best 2020 Anime**
* **Top Ongoing Anime**
* **Upcoming Anime**
* **Random Anime**
* **Top 10 Anime Scenes**
* **Official My Anime List sites**

**The project is made up of mainly 4 libraries PyQt, random, mysql.connector and sys.**

**This program contains a total of 8 python IDLE files and 5 images and it has also used PyQt designer for some of the GUI windows.**

**CODES**

**File 1 - ca1**

**import sys**

**import platform**

**from PyQt5 import QtCore, QtGui, QtWidgets**

**from ca2 import Ui\_MainWindow\_1**

**class Ui\_MainWindow(object):**

**def pushButton\_function(self):**

**self.window = QtWidgets.QMainWindow()**

**self.ui = Ui\_MainWindow\_1()**

**self.ui.setupUi(self.window)**

**MainWindow.hide()**

**self.window.show()**

**def setupUi(self, MainWindow):**

**MainWindow.setObjectName("MainWindow")**

**MainWindow.resize(800, 600)**

**self.centralwidget = QtWidgets.QWidget(MainWindow)**

**self.centralwidget.setObjectName("centralwidget")**

**self.label = QtWidgets.QLabel(self.centralwidget)**

**self.label.setGeometry(QtCore.QRect(0, 0, 801, 281))**

**self.label.setText("")**

**self.label.setPixmap(QtGui.QPixmap("Anime hub logo.png"))**

**self.label.setScaledContents(True)**

**self.label.setObjectName("label")**

**self.label\_2 = QtWidgets.QLabel(self.centralwidget)**

**self.label\_2.setGeometry(QtCore.QRect(0, 280, 401, 301))**

**self.label\_2.setText("")**

**self.label\_2.setPixmap(QtGui.QPixmap("luffy.jpg"))**

**self.label\_2.setScaledContents(True)**

**self.label\_2.setObjectName("label\_2")**

**self.label\_3 = QtWidgets.QLabel(self.centralwidget)**

**self.label\_3.setGeometry(QtCore.QRect(400, 280, 401, 301))**

**self.label\_3.setText("")**

**self.label\_3.setPixmap(QtGui.QPixmap("rock lee.jpg"))**

**self.label\_3.setScaledContents(True)**

**self.label\_3.setObjectName("label\_3")**

**self.pushButton = QtWidgets.QPushButton(self.centralwidget)**

**self.pushButton.setGeometry(QtCore.QRect(340, 270, 111, 23))**

**font = QtGui.QFont()**

**font.setFamily("System")**

**font.setBold(True)**

**font.setWeight(75)**

**self.pushButton.setFont(font)**

**self.pushButton.setObjectName("pushButton")**

**MainWindow.setCentralWidget(self.centralwidget)**

**self.menubar = QtWidgets.QMenuBar(MainWindow)**

**self.menubar.setGeometry(QtCore.QRect(0, 0, 800, 21))**

**self.menubar.setObjectName("menubar")**

**MainWindow.setMenuBar(self.menubar)**

**self.statusbar = QtWidgets.QStatusBar(MainWindow)**

**self.statusbar.setObjectName("statusbar")**

**MainWindow.setStatusBar(self.statusbar)**

**self.pushButton.clicked.connect(self.pushButton\_function)**

**self.retranslateUi(MainWindow)**

**QtCore.QMetaObject.connectSlotsByName(MainWindow)**

**def retranslateUi(self, MainWindow):**

**\_translate = QtCore.QCoreApplication.translate**

**MainWindow.setWindowTitle(\_translate("MainWindow", "MainWindow"))**

**self.pushButton.setText(\_translate("MainWindow", "Press to Open"))**

**if \_\_name\_\_ == "\_\_main\_\_":**

**import sys**

**app = QtWidgets.QApplication(sys.argv)**

**MainWindow = QtWidgets.QMainWindow()**

**ui = Ui\_MainWindow()**

**ui.setupUi(MainWindow)**

**MainWindow.show()**

**sys.exit(app.exec\_())**

**File 2 – ca2**

**import sys**

**import platform**

**from PyQt5 import QtWidgets**

**from PyQt5 import QtCore, QtGui, QtWidgets**

**from tgaa import Ui\_MainWindow\_2**

**from tgaa2 import Ui\_MainWindow\_3**

**from tgaa3 import Ui\_MainWindow\_4**

**from tgaa4 import Ui\_MainWindow\_5**

**from tgaa5 import Ui\_MainWindow\_6**

**from tgaa6 import Ui\_MainWindow\_7**

**import mysql.connector**

**mycon=mysql.connector.connect(host='localhost',user='root',passwd='1234')**

**mycursor=mycon.cursor()**

**mycursor.execute('Create database if not exists anime\_hw')**

**class Ui\_MainWindow\_1(object):**

**def pushButton\_function(self):**

**mycursor=mycon.cursor()**

**self.window = QtWidgets.QMainWindow()**

**self.ui = Ui\_MainWindow\_2()**

**mycursor.execute('use anime\_hw')**

**mycursor.execute('Create table if not exists Top\_Grossing\_Anime (Sno int , Anime varchar(35) , Genre varchar(35) , First\_Airing\_Date date , Last\_Aired\_on\_Date date, MAL\_Rating float )')**

**mycursor.execute("insert into Top\_Grossing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Last\_Aired\_on\_Date,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(1,'Naruto','Action, Adventure','2002-08-03','2007-02-08',7.90))**

**mycursor.execute("insert into Top\_Grossing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Last\_Aired\_on\_Date,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(2,'My Hero Academia','Action, Superpower','2016-04-03','2020-04-04',8.10))**

**mycursor.execute("insert into Top\_Grossing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Last\_Aired\_on\_Date,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(3,'One Piece','Adventure, Fantasy','1999-10-20','2020-12-19',8.50))**

**mycursor.execute("insert into Top\_Grossing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Last\_Aired\_on\_Date,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(4,'Attack on Titan','Action,Mystery','2013-04-07','2020-12-21',9.06))**

**mycursor.execute("insert into Top\_Grossing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Last\_Aired\_on\_Date,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(5,'Naruto Shippuden','Action,Adventure','2007-02-15','2017-03-23',8.16))**

**mycursor.execute("insert into Top\_Grossing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Last\_Aired\_on\_Date,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(6,"Steins Gate",'Thriller,Sci-fi','2011-04-06','2011-09-14',9.12))**

**mycursor.execute("insert into Top\_Grossing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Last\_Aired\_on\_Date,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(7,'One Punch Man','Supernatural,Comedy','2015-10-05','2015-12-21',8.56))**

**mycursor.execute("insert into Top\_Grossing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Last\_Aired\_on\_Date,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(8,'Mob Psycho','Supernatural,Comedy','2016-06-11','2016-09-27',8.49))**

**mycursor.execute("insert into Top\_Grossing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Last\_Aired\_on\_Date,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(9,'Demon Slayer','Demon,Action','2019-04-06','2019-09-28',8.66))**

**mycursor.execute("insert into Top\_Grossing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Last\_Aired\_on\_Date,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(10,'Death Note','Psychology,Mystery','2006-10-04','2007-06-27',8.63))**

**mycon.commit()**

**mycursor.execute('select \* from Top\_Grossing\_Anime')**

**myresult = mycursor.fetchall()**

**self.ui.setupUi(self.window,str(myresult))**

**self.window.show()**

**def pushButton\_function\_2(self):**

**mycursor=mycon.cursor()**

**self.window = QtWidgets.QMainWindow()**

**self.ui = Ui\_MainWindow\_3()**

**mycursor.execute('use anime\_hw ')**

**mycursor.execute('Create table if not exists Top\_Anime\_2020 (Sno int , Anime varchar(35) , Genre varchar(35) , Studios varchar(35), Status char(20), MAL\_Rating float )')**

**mycursor.execute("insert into Top\_Anime\_2020(Sno,Anime,Genre,Studios,Status,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(1,'Demon Slayer','Demon,Action','Ufotable','Finished',8.66))**

**mycursor.execute("insert into Top\_Anime\_2020(Sno,Anime,Genre,Studios,Status,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(2,'Attack On Titan ','Thriller, Mystery','Mappa Studios','Ongoing',9.12))**

**mycursor.execute("insert into Top\_Anime\_2020(Sno,Anime,Genre,Studios,Status,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(3,'One Piece','Adventure, Fantasy','Tomorrow Studios','Ongoing',8.50))**

**mycursor.execute("insert into Top\_Anime\_2020(Sno,Anime,Genre,Studios,Status,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(4,'Jujutsu Kaisen','Action,Adventure','Mappa Studios','Ongoing',8.47))**

**mycursor.execute("insert into Top\_Anime\_2020(Sno,Anime,Genre,Studios,Status,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(5,'Food Wars Season 5','Comedy, Drama','JC Staff','Finished',7.40))**

**mycursor.execute("insert into Top\_Anime\_2020(Sno,Anime,Genre,Studios,Status,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(6,"My Teen Romantic Comedy",'Comedy,Romance','Feel Studios','Finished',8.10))**

**mycursor.execute("insert into Top\_Anime\_2020(Sno,Anime,Genre,Studios,Status,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(7,'Tonikaku Kawaii','Supernatural,Comedy','7-Arcs','Finished',8.03))**

**mycursor.execute("insert into Top\_Anime\_2020(Sno,Anime,Genre,Studios,Status,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(8,'Tower Of God','Action,Fantacy','Telecom Animation Films','Finished',7.70))**

**mycursor.execute("insert into Top\_Anime\_2020(Sno,Anime,Genre,Studios,Status,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(9,'Haikyuu!! ','Sports, Comedy','Production IG','Finished',8.60))**

**mycursor.execute("insert into Top\_Anime\_2020(Sno,Anime,Genre,Studios,Status,MAL\_Rating) values({},'{}','{}','{}','{}',{})".format(10,'Beastars','Fantacy, Thriller','Orange','Finished',8.10))**

**mycon.commit()**

**mycursor.execute('select \* from Top\_Anime\_2020')**

**myresult = mycursor.fetchall()**

**self.ui.setupUi(self.window,str(myresult))**

**self.window.show()**

**def pushButton\_function\_3(self):**

**mycursor=mycon.cursor()**

**self.window = QtWidgets.QMainWindow()**

**self.ui = Ui\_MainWindow\_4()**

**mycursor.execute('use anime\_hw ')**

**mycursor.execute('Create table if not exists Top\_Ongoing\_Anime (Sno int , Anime varchar(35) , Genre varchar(35) , First\_Airing\_Date date , Total\_Episodes int , MAL\_Rating float )')**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(1,'Boruto','Action, Adventure','2017-04-05',178,5.87))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(2,'Attack On Titan ','Thriller, Mystery','2016-04-03',63,8.10))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(3,'One Piece','Adventure, Fantasy','1999-10-20',955,8.50))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(4,'Jujutsu Kaisen','Action,Adventure','2020-10-03',12,8.47))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(5,'Detective Conan','Mystery, Comedy','1996-01-08',991,8.17))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(6,"Akaduma Drive",'Sci-fi, Action','2020-10-08',12,7.76))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(7,'Tonikaku Kawaii','Supernatural,Comedy','2020-10-03',12,8.03))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(8,'Noblesse','Action , School','2020-10-08',13,6.59))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(9,'Black Clover ','Fantacy, Comedy','2017-10-03',157,7.31))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(10,'Golden Kamuy','Adventure, Historical','2020-10-11',11,8.47))**

**mycon.commit()**

**mycursor.execute('select \* from Top\_Ongoing\_Anime')**

**myresult = mycursor.fetchall()**

**self.ui.setupUi(self.window,str(myresult))**

**self.window.show()**

**def pushButton\_function\_4(self):**

**mycursor=mycon.cursor()**

**self.window = QtWidgets.QMainWindow()**

**self.ui = Ui\_MainWindow\_4()**

**mycursor.execute('use anime\_hw ')**

**mycursor.execute('Create table if not exists Top\_Ongoing\_Anime (Sno int , Anime varchar(35) , Genre varchar(35) , First\_Airing\_Date date , Total\_Episodes int , MAL\_Rating float )')**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(1,'Boruto','Action, Adventure','2017-04-05',178,5.87))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(2,'Attack On Titan ','Thriller, Mystery','2016-04-03',63,8.10))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(3,'One Piece','Adventure, Fantasy','1999-10-20',955,8.50))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(4,'Jujutsu Kaisen','Action,Adventure','2020-10-03',12,8.47))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(5,'Detective Conan','Mystery, Comedy','1996-01-08',991,8.17))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(6,"Akaduma Drive",'Sci-fi, Action','2020-10-08',12,7.76))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(7,'Tonikaku Kawaii','Supernatural,Comedy','2020-10-03',12,8.03))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(8,'Noblesse','Action , School','2020-10-08',13,6.59))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(9,'Black Clover ','Fantacy, Comedy','2017-10-03',157,7.31))**

**mycursor.execute("insert into Top\_Ongoing\_Anime(Sno,Anime,Genre,First\_Airing\_Date,Total\_Episodes,MAL\_Rating) values({},'{}','{}','{}',{},{})".format(10,'Golden Kamuy','Adventure, Historical','2020-10-11',11,8.47))**

**mycon.commit()**

**mycursor.execute('select \* from Top\_Ongoing\_Anime')**

**myresult = mycursor.fetchall()**

**self.ui.setupUi(self.window,str(myresult))**

**self.window.show()**

**def pushButton\_function\_5(self):**

**import random**

**self.window = QtWidgets.QMainWindow()**

**self.ui = Ui\_MainWindow\_5()**

**r=["Naruto","One Piece","Attack on Titan","Abashiri Ikka","Afuro Samurai","Angel beats!","Arabian Naito","Shindobatto no Bōken","Mugen no Jūnin","Bleach","Blue Exorcist","DARKER THAN BLACK","Neon Genesis EVANGELION","One Punch Man","Seven Deadly Sins","Adventures of Pepero","acrobunch","inuyasha","10 Tokyo warriors","gintama","konosuba","pingu in the city","space dandy","oneechan ga kita","achhi kochhi","food wars","Clannad","Boku No Pico","Deathnote","Black Clover","Charlotte","Demon Slayer","Steins Gate","Dragon Ball Z","Shinchan","Kieretsu","Doraemon","Fairy Tail","Hunter X Hunter","kanon","No Game no Life","Noragami","Sailor Moon","Sword Art Online","Tokyo Ghoul","Vinland Saga","Darling in Franxx","MOb Psycho 100","Anohana","My Teen Romantic Comedy","Kaguya Sama","Re:Zero","ReLIFE"]**

**a=random.choice(r)**

**self.ui.setupUi(self.window,str(a))**

**self.window.show()**

**def pushButton\_function\_6(self):**

**import webbrowser**

**webbrowser.open("https://myanimelist.net/")**

**def pushButton\_function\_7(self):**

**self.window = QtWidgets.QMainWindow()**

**self.ui = Ui\_MainWindow\_7()**

**self.ui.setupUi(self.window,'')**

**self.window.show()**

**def setupUi(self, MainWindow):**

**global mycon**

**mycon=mysql.connector.connect(host='localhost',user='root',passwd='1234')**

**global mycursor**

**mycursor=mycon.cursor()**

**mycursor.execute('Create database if not exists anime\_hw')**

**MainWindow.setObjectName("MainWindow")**

**MainWindow.resize(800, 600)**

**self.centralwidget = QtWidgets.QWidget(MainWindow)**

**self.centralwidget.setObjectName("centralwidget")**

**self.label = QtWidgets.QLabel(self.centralwidget)**

**self.label.setGeometry(QtCore.QRect(0, 0, 801, 591))**

**self.label.setText("")**

**self.label.setPixmap(QtGui.QPixmap("konoha1.jpg"))**

**self.label.setScaledContents(True)**

**self.label.setObjectName("label")**

**self.pushButton = QtWidgets.QPushButton(self.centralwidget)**

**self.pushButton.setGeometry(QtCore.QRect(40, 170, 141, 31))**

**font = QtGui.QFont()**

**font.setFamily("System")**

**font.setBold(True)**

**font.setWeight(75)**

**self.pushButton.setFont(font)**

**self.pushButton.setObjectName("pushButton")**

**self.pushButton.clicked.connect(self.pushButton\_function)**

**self.pushButton\_2 = QtWidgets.QPushButton(self.centralwidget)**

**self.pushButton\_2.setGeometry(QtCore.QRect(40, 280, 141, 31))**

**font = QtGui.QFont()**

**font.setFamily("System")**

**font.setBold(True)**

**font.setWeight(75)**

**self.pushButton\_2.setFont(font)**

**self.pushButton\_2.setObjectName("pushButton\_2")**

**self.pushButton\_2.clicked.connect(self.pushButton\_function\_2)**

**self.pushButton\_3 = QtWidgets.QPushButton(self.centralwidget)**

**self.pushButton\_3.setGeometry(QtCore.QRect(40, 400, 141, 31))**

**font = QtGui.QFont()**

**font.setFamily("System")**

**font.setBold(True)**

**font.setWeight(75)**

**self.pushButton\_3.setFont(font)**

**self.pushButton\_3.setObjectName("pushButton\_3")**

**self.pushButton\_3.clicked.connect(self.pushButton\_function\_3)**

**self.pushButton\_4 = QtWidgets.QPushButton(self.centralwidget)**

**self.pushButton\_4.setGeometry(QtCore.QRect(580, 170, 131, 31))**

**font = QtGui.QFont()**

**font.setFamily("System")**

**font.setBold(True)**

**font.setWeight(75)**

**self.pushButton\_4.setFont(font)**

**self.pushButton\_4.setObjectName("pushButton\_4")**

**self.pushButton\_4.clicked.connect(self.pushButton\_function\_4)**

**self.pushButton\_5 = QtWidgets.QPushButton(self.centralwidget)**

**self.pushButton\_5.setGeometry(QtCore.QRect(580, 280, 131, 31))**

**font = QtGui.QFont()**

**font.setFamily("System")**

**font.setBold(True)**

**font.setWeight(75)**

**self.pushButton\_5.setFont(font)**

**self.pushButton\_5.setObjectName("pushButton\_5")**

**self.pushButton\_5.clicked.connect(self.pushButton\_function\_5)**

**self.pushButton\_6 = QtWidgets.QPushButton(self.centralwidget)**

**self.pushButton\_6.setGeometry(QtCore.QRect(580, 400, 131, 31))**

**font = QtGui.QFont()**

**font.setFamily("System")**

**font.setBold(True)**

**font.setWeight(75)**

**self.pushButton\_6.setFont(font)**

**self.pushButton\_6.setObjectName("pushButton\_6")**

**self.pushButton\_6.clicked.connect(self.pushButton\_function\_6)**

**self.pushButton\_7 = QtWidgets.QPushButton(self.centralwidget)**

**self.pushButton\_7.setGeometry(QtCore.QRect(330, 510, 131, 31))**

**font = QtGui.QFont()**

**font.setFamily("System")**

**font.setBold(True)**

**font.setWeight(75)**

**self.pushButton\_7.setFont(font)**

**self.pushButton\_7.setObjectName("pushButton\_7")**

**self.pushButton\_7.clicked.connect(self.pushButton\_function\_7)**

**MainWindow.setCentralWidget(self.centralwidget)**

**self.menubar = QtWidgets.QMenuBar(MainWindow)**

**self.menubar.setGeometry(QtCore.QRect(0, 0, 800, 21))**

**self.menubar.setObjectName("menubar")**

**MainWindow.setMenuBar(self.menubar)**

**self.statusbar = QtWidgets.QStatusBar(MainWindow)**

**self.statusbar.setObjectName("statusbar")**

**MainWindow.setStatusBar(self.statusbar)**

**self.retranslateUi(MainWindow)**

**QtCore.QMetaObject.connectSlotsByName(MainWindow)**

**def retranslateUi(self, MainWindow):**

**\_translate = QtCore.QCoreApplication.translate**

**MainWindow.setWindowTitle(\_translate("MainWindow", "MainWindow"))**

**self.pushButton.setText(\_translate("MainWindow", "Top Grossing Anime"))**

**self.pushButton\_2.setText(\_translate("MainWindow", "Best of 2020"))**

**self.pushButton\_3.setText(\_translate("MainWindow", "Best Ongoing Anime"))**

**self.pushButton\_4.setText(\_translate("MainWindow", "Upcoming"))**

**self.pushButton\_5.setText(\_translate("MainWindow", "Random"))**

**self.pushButton\_6.setText(\_translate("MainWindow", "Official Anime Site"))**

**self.pushButton\_7.setText(\_translate("MainWindow", "Top Anime scenes"))**

**if \_\_name\_\_ == "\_\_main\_\_":**

**import sys**

**app = QtWidgets.QApplication(sys.argv)**

**MainWindow\_1 = QtWidgets.QMainWindow()**

**ui = Ui\_MainWindow\_1()**

**ui.setupUi(MainWindow\_1)**

**MainWindow\_1.show()**

**sys.exit(app.exec\_())**

**File 3 – tgaa**

**import sys**

**import platform**

**from PyQt5 import QtCore, QtGui, QtWidgets**

**class Ui\_MainWindow\_2(object):**

**def setupUi(self, MainWindow,a):**

**MainWindow.setObjectName("MainWindow")**

**MainWindow.resize(800, 600)**

**self.centralwidget = QtWidgets.QWidget(MainWindow)**

**self.centralwidget.setObjectName("centralwidget")**

**self.label = QtWidgets.QLabel(self.centralwidget)**

**self.label.setGeometry(QtCore.QRect(0, 0, 1791, 1561))**

**self.label.setText("")**

**self.label.setObjectName("label")**

**self.label.setText(a)**

**self.label.setWordWrap(True)**

**MainWindow.setCentralWidget(self.centralwidget)**

**self.menubar = QtWidgets.QMenuBar(MainWindow)**

**self.menubar.setGeometry(QtCore.QRect(0, 0, 800, 21))**

**self.menubar.setObjectName("menubar")**

**MainWindow.setMenuBar(self.menubar)**

**self.statusbar = QtWidgets.QStatusBar(MainWindow)**

**self.statusbar.setObjectName("statusbar")**

**MainWindow.setStatusBar(self.statusbar)**

**self.retranslateUi(MainWindow)**

**QtCore.QMetaObject.connectSlotsByName(MainWindow)**

**self.update()**

**def retranslateUi(self, MainWindow):**

**\_translate = QtCore.QCoreApplication.translate**

**MainWindow.setWindowTitle(\_translate("MainWindow", "MainWindow"))**

**def update(self):**

**self.label.adjustSize()**

**if \_\_name\_\_ == "\_\_main\_\_":**

**import sys**

**app = QtWidgets.QApplication(sys.argv)**

**MainWindow\_2 = QtWidgets.QMainWindow()**

**ui = Ui\_MainWindow\_2()**

**ui.setupUi(MainWindow\_2)**

**MainWindow\_2.show()**

**sys.exit(app.exec\_())**

**File 4 – tgaa2**

**import sys**

**import platform**

**from PyQt5 import QtCore, QtGui, QtWidgets**

**class Ui\_MainWindow\_3(object):**

**def setupUi(self, MainWindow,a):**

**MainWindow.setObjectName("MainWindow")**

**MainWindow.resize(800, 600)**

**self.centralwidget = QtWidgets.QWidget(MainWindow)**

**self.centralwidget.setObjectName("centralwidget")**

**self.label = QtWidgets.QLabel(self.centralwidget)**

**self.label.setGeometry(QtCore.QRect(0, 0, 791, 561))**

**self.label.setText("")**

**self.label.setObjectName("label")**

**self.label.setText(a)**

**self.label.setWordWrap(True)**

**MainWindow.setCentralWidget(self.centralwidget)**

**self.menubar = QtWidgets.QMenuBar(MainWindow)**

**self.menubar.setGeometry(QtCore.QRect(0, 0, 800, 21))**

**self.menubar.setObjectName("menubar")**

**MainWindow.setMenuBar(self.menubar)**

**self.statusbar = QtWidgets.QStatusBar(MainWindow)**

**self.statusbar.setObjectName("statusbar")**

**MainWindow.setStatusBar(self.statusbar)**

**self.update()**

**self.retranslateUi(MainWindow)**

**QtCore.QMetaObject.connectSlotsByName(MainWindow)**

**def retranslateUi(self, MainWindow):**

**\_translate = QtCore.QCoreApplication.translate**

**MainWindow.setWindowTitle(\_translate("MainWindow", "MainWindow"))**

**def update(self):**

**self.label.adjustSize()**

**if \_\_name\_\_ == "\_\_main\_\_":**

**import sys**

**app = QtWidgets.QApplication(sys.argv)**

**MainWindow\_3 = QtWidgets.QMainWindow()**

**ui = ()**

**ui.setupUi(MainWindow\_3)**

**MainWindow\_3.show()**

**sys.exit(app.exec\_())**

**File 5 – tgaa3**

**import sys**

**import platform**

**from PyQt5 import QtCore, QtGui, QtWidgets**

**class Ui\_MainWindow\_4(object):**

**def setupUi(self, MainWindow,a):**

**MainWindow.setObjectName("MainWindow")**

**MainWindow.resize(800, 600)**

**self.centralwidget = QtWidgets.QWidget(MainWindow)**

**self.centralwidget.setObjectName("centralwidget")**

**self.label = QtWidgets.QLabel(self.centralwidget)**

**self.label.setGeometry(QtCore.QRect(0, 0, 791, 561))**

**self.label.setText("")**

**self.label.setObjectName("label")**

**self.label.setText(a)**

**self.label.setWordWrap(True)**

**MainWindow.setCentralWidget(self.centralwidget)**

**self.menubar = QtWidgets.QMenuBar(MainWindow)**

**self.menubar.setGeometry(QtCore.QRect(0, 0, 800, 21))**

**self.menubar.setObjectName("menubar")**

**MainWindow.setMenuBar(self.menubar)**

**self.statusbar = QtWidgets.QStatusBar(MainWindow)**

**self.statusbar.setObjectName("statusbar")**

**MainWindow.setStatusBar(self.statusbar)**

**self.update()**

**self.retranslateUi(MainWindow)**

**QtCore.QMetaObject.connectSlotsByName(MainWindow)**

**def retranslateUi(self, MainWindow):**

**\_translate = QtCore.QCoreApplication.translate**

**MainWindow.setWindowTitle(\_translate("MainWindow", "MainWindow"))**

**def update(self):**

**self.label.adjustSize()**

**if \_\_name\_\_ == "\_\_main\_\_":**

**import sys**

**app = QtWidgets.QApplication(sys.argv)**

**MainWindow\_4 = QtWidgets.QMainWindow()**

**ui = ()**

**ui.setupUi(MainWindow\_4)**

**MainWindow\_4.show()**

**sys.exit(app.exec\_())**

**File 6 – tgaa4**

**import sys**

**import platform**

**from PyQt5 import QtCore, QtGui, QtWidgets**

**class Ui\_MainWindow\_5(object):**

**def setupUi(self, MainWindow,a):**

**MainWindow.setObjectName("MainWindow")**

**MainWindow.resize(800, 600)**

**self.centralwidget = QtWidgets.QWidget(MainWindow)**

**self.centralwidget.setObjectName("centralwidget")**

**self.label = QtWidgets.QLabel(self.centralwidget)**

**self.label.setGeometry(QtCore.QRect(0, 0, 791, 561))**

**self.label.setText("")**

**self.label.setObjectName("label")**

**self.label.setText(a)**

**self.label.setWordWrap(True)**

**MainWindow.setCentralWidget(self.centralwidget)**

**self.menubar = QtWidgets.QMenuBar(MainWindow)**

**self.menubar.setGeometry(QtCore.QRect(0, 0, 800, 21))**

**self.menubar.setObjectName("menubar")**

**MainWindow.setMenuBar(self.menubar)**

**self.statusbar = QtWidgets.QStatusBar(MainWindow)**

**self.statusbar.setObjectName("statusbar")**

**MainWindow.setStatusBar(self.statusbar)**

**self.retranslateUi(MainWindow)**

**QtCore.QMetaObject.connectSlotsByName(MainWindow)**

**self.update()**

**def retranslateUi(self, MainWindow):**

**\_translate = QtCore.QCoreApplication.translate**

**MainWindow.setWindowTitle(\_translate("MainWindow", "MainWindow"))**

**def update(self):**

**self.label.adjustSize()**

**if \_\_name\_\_ == "\_\_main\_\_":**

**import sys**

**app = QtWidgets.QApplication(sys.argv)**

**MainWindow\_5 = QtWidgets.QMainWindow()**

**ui = ()**

**ui.setupUi(MainWindow\_5)**

**MainWindow\_5.show()**

**sys.exit(app.exec\_())**

**File 7 – tgaa5**

**import sys**

**import platform**

**from PyQt5 import QtCore, QtGui, QtWidgets**

**class Ui\_MainWindow\_6(object):**

**def setupUi(self, MainWindow,a):**

**MainWindow.setObjectName("MainWindow")**

**MainWindow.resize(800, 600)**

**self.centralwidget = QtWidgets.QWidget(MainWindow)**

**self.centralwidget.setObjectName("centralwidget")**

**self.label = QtWidgets.QLabel(self.centralwidget)**

**self.label.setGeometry(QtCore.QRect(0, 0, 791, 561))**

**self.label.setText("")**

**self.label.setObjectName("label")**

**self.label.setText(a)**

**MainWindow.setCentralWidget(self.centralwidget)**

**self.menubar = QtWidgets.QMenuBar(MainWindow)**

**self.menubar.setGeometry(QtCore.QRect(0, 0, 800, 21))**

**self.menubar.setObjectName("menubar")**

**MainWindow.setMenuBar(self.menubar)**

**self.statusbar = QtWidgets.QStatusBar(MainWindow)**

**self.statusbar.setObjectName("statusbar")**

**MainWindow.setStatusBar(self.statusbar)**

**self.retranslateUi(MainWindow)**

**QtCore.QMetaObject.connectSlotsByName(MainWindow)**

**self.update()**

**def retranslateUi(self, MainWindow):**

**\_translate = QtCore.QCoreApplication.translate**

**MainWindow.setWindowTitle(\_translate("MainWindow", "MainWindow"))**

**def update(self):**

**self.label.adjustSize()**

**if \_\_name\_\_ == "\_\_main\_\_":**

**import sys**

**app = QtWidgets.QApplication(sys.argv)**

**MainWindow\_6 = QtWidgets.QMainWindow()**

**ui = ()**

**ui.setupUi(MainWindow\_6)**

**MainWindow\_6.show()**

**sys.exit(app.exec\_())**

**File 8 – tgaa6**

**import sys**

**import platform**

**import webbrowser**

**from PyQt5 import QtCore, QtGui, QtWidgets**

**class Ui\_MainWindow\_7(object):**

**def pushButton\_function(self):**

**webbrowser.open("https://www.youtube.com/watch?v=Y9P1EhndE0w")**

**def pushButton\_function\_2(self):**

**webbrowser.open("https://www.youtube.com/watch?v=8r8zLEZGQDg")**

**def pushButton\_function\_3(self):**

**webbrowser.open("https://www.youtube.com/watch?v=vqmEbAHmWLQ")**

**def pushButton\_function\_4(self):**

**webbrowser.open("https://www.youtube.com/watch?v=gQ60E1EXm\_w")**

**def pushButton\_function\_5(self):**

**webbrowser.open("https://www.youtube.com/watch?v=6fsrUOCOd9U")**

**def pushButton\_function\_6(self):**

**webbrowser.open("https://www.youtube.com/watch?v=BAYc99piR6g")**

**def setupUi(self, MainWindow,a):**

**MainWindow.setObjectName("MainWindow")**

**MainWindow.resize(800, 600)**

**self.centralwidget = QtWidgets.QWidget(MainWindow)**

**self.centralwidget.setObjectName("centralwidget")**

**self.label = QtWidgets.QLabel(self.centralwidget)**

**self.label.setGeometry(QtCore.QRect(0, 0, 801, 591))**

**self.label.setText("")**

**self.label.setText(a)**

**self.label.setPixmap(QtGui.QPixmap("toga.png"))**

**self.label.setScaledContents(True)**

**self.label.setObjectName("label")**

**MainWindow.setCentralWidget(self.centralwidget)**

**self.menubar = QtWidgets.QMenuBar(MainWindow)**

**self.menubar.setGeometry(QtCore.QRect(0, 0, 800, 21))**

**self.menubar.setObjectName("menubar")**

**MainWindow.setMenuBar(self.menubar)**

**self.statusbar = QtWidgets.QStatusBar(MainWindow)**

**self.statusbar.setObjectName("statusbar")**

**MainWindow.setStatusBar(self.statusbar)**

**self.pushButton = QtWidgets.QPushButton(self.centralwidget)**

**self.pushButton.setGeometry(QtCore.QRect(40, 170, 141, 31))**

**font = QtGui.QFont()**

**font.setFamily("System")**

**font.setBold(True)**

**font.setWeight(75)**

**self.pushButton.setFont(font)**

**self.pushButton.setObjectName("pushButton")**

**self.pushButton.clicked.connect(self.pushButton\_function)**

**self.pushButton\_2 = QtWidgets.QPushButton(self.centralwidget)**

**self.pushButton\_2.setGeometry(QtCore.QRect(40, 280, 141, 31))**

**font = QtGui.QFont()**

**font.setFamily("System")**

**font.setBold(True)**

**font.setWeight(75)**

**self.pushButton\_2.setFont(font)**

**self.pushButton\_2.setObjectName("pushButton\_2")**

**self.pushButton\_2.clicked.connect(self.pushButton\_function\_2)**

**self.pushButton\_3 = QtWidgets.QPushButton(self.centralwidget)**

**self.pushButton\_3.setGeometry(QtCore.QRect(40, 400, 141, 31))**

**font = QtGui.QFont()**

**font.setFamily("System")**

**font.setBold(True)**

**font.setWeight(75)**

**self.pushButton\_3.setFont(font)**

**self.pushButton\_3.setObjectName("pushButton\_3")**

**self.pushButton\_3.clicked.connect(self.pushButton\_function\_3)**

**self.pushButton\_4 = QtWidgets.QPushButton(self.centralwidget)**

**self.pushButton\_4.setGeometry(QtCore.QRect(580, 170, 131, 31))**

**font = QtGui.QFont()**

**font.setFamily("System")**

**font.setBold(True)**

**font.setWeight(75)**

**self.pushButton\_4.setFont(font)**

**self.pushButton\_4.setObjectName("pushButton\_4")**

**self.pushButton\_4.clicked.connect(self.pushButton\_function\_4)**

**self.pushButton\_5 = QtWidgets.QPushButton(self.centralwidget)**

**self.pushButton\_5.setGeometry(QtCore.QRect(580, 280, 131, 31))**

**font = QtGui.QFont()**

**font.setFamily("System")**

**font.setBold(True)**

**font.setWeight(75)**

**self.pushButton\_5.setFont(font)**

**self.pushButton\_5.setObjectName("pushButton\_5")**

**self.pushButton\_5.clicked.connect(self.pushButton\_function\_5)**

**self.pushButton\_6 = QtWidgets.QPushButton(self.centralwidget)**

**self.pushButton\_6.setGeometry(QtCore.QRect(580, 400, 131, 31))**

**font = QtGui.QFont()**

**font.setFamily("System")**

**font.setBold(True)**

**font.setWeight(75)**

**self.pushButton\_6.setFont(font)**

**self.pushButton\_6.setObjectName("pushButton\_6")**

**self.pushButton\_6.clicked.connect(self.pushButton\_function\_6)**

**self.update()**

**self.retranslateUi(MainWindow)**

**QtCore.QMetaObject.connectSlotsByName(MainWindow)**

**def retranslateUi(self, MainWindow):**

**\_translate = QtCore.QCoreApplication.translate**

**MainWindow.setWindowTitle(\_translate("MainWindow", "MainWindow"))**

**self.pushButton.setText(\_translate("MainWindow", "Naruto"))**

**self.pushButton\_2.setText(\_translate("MainWindow", "Shippuden"))**

**self.pushButton\_3.setText(\_translate("MainWindow", "One Piece"))**

**self.pushButton\_4.setText(\_translate("MainWindow", "MHA"))**

**self.pushButton\_5.setText(\_translate("MainWindow", "AOT"))**

**self.pushButton\_6.setText(\_translate("MainWindow", "HxH"))**

**def update(self):**

**self.label.adjustSize()**

**if \_\_name\_\_ == "\_\_main\_\_":**

**import sys**

**app = QtWidgets.QApplication(sys.argv)**

**MainWindow\_7 = QtWidgets.QMainWindow()**

**ui = Ui\_MainWindow\_7()**

**global a**

**a=''**

**ui.setupUi(MainWindow\_7,a)**

**MainWindow\_7.show()**

**sys.exit(app.exec\_())**

**IMAGES USED**

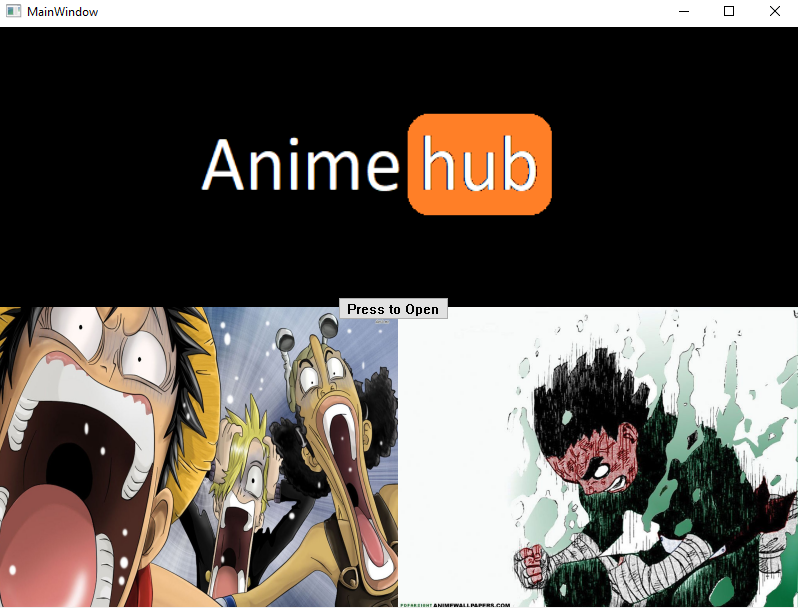
****

** **

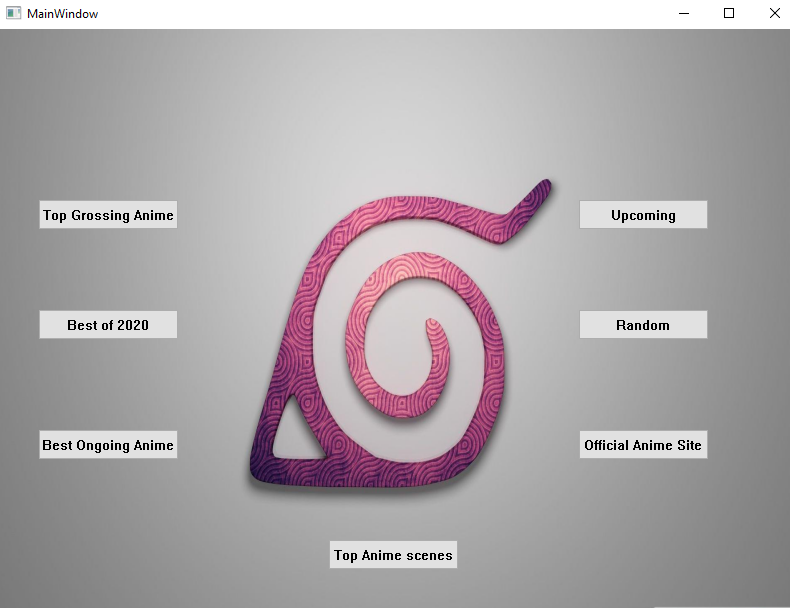
****

**OUTPUT**

**File 1 - ca1**

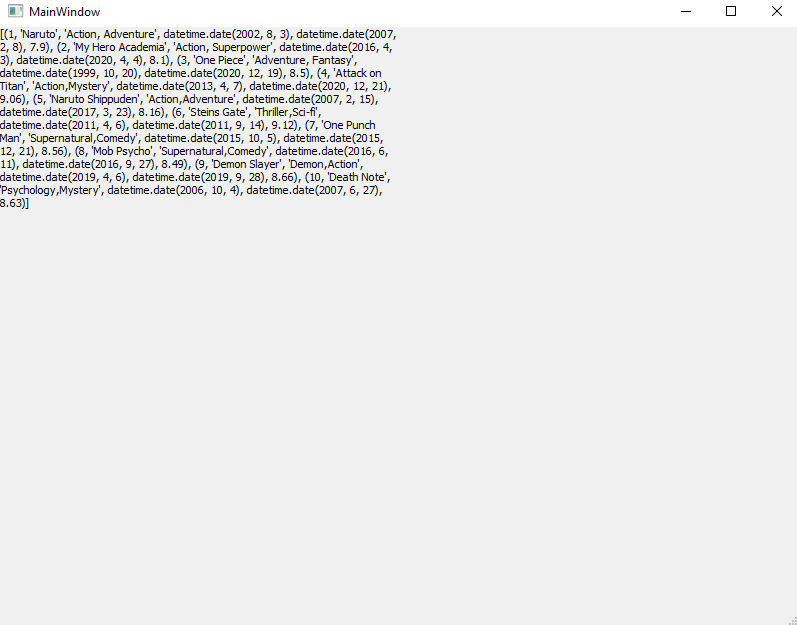
****

**File 2 – ca2**

****

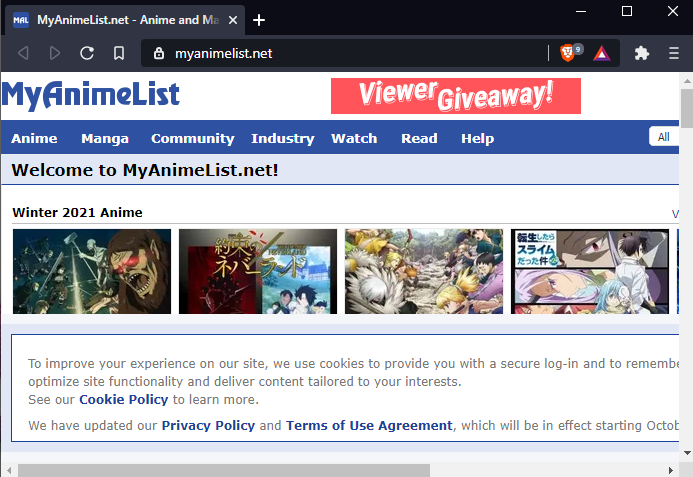
**Files – tgaa, tgaa2, tgaa3, tgaa4 have**

**similar outputs.**

****

**File – tgaa5 output is myanimelist**

**website**

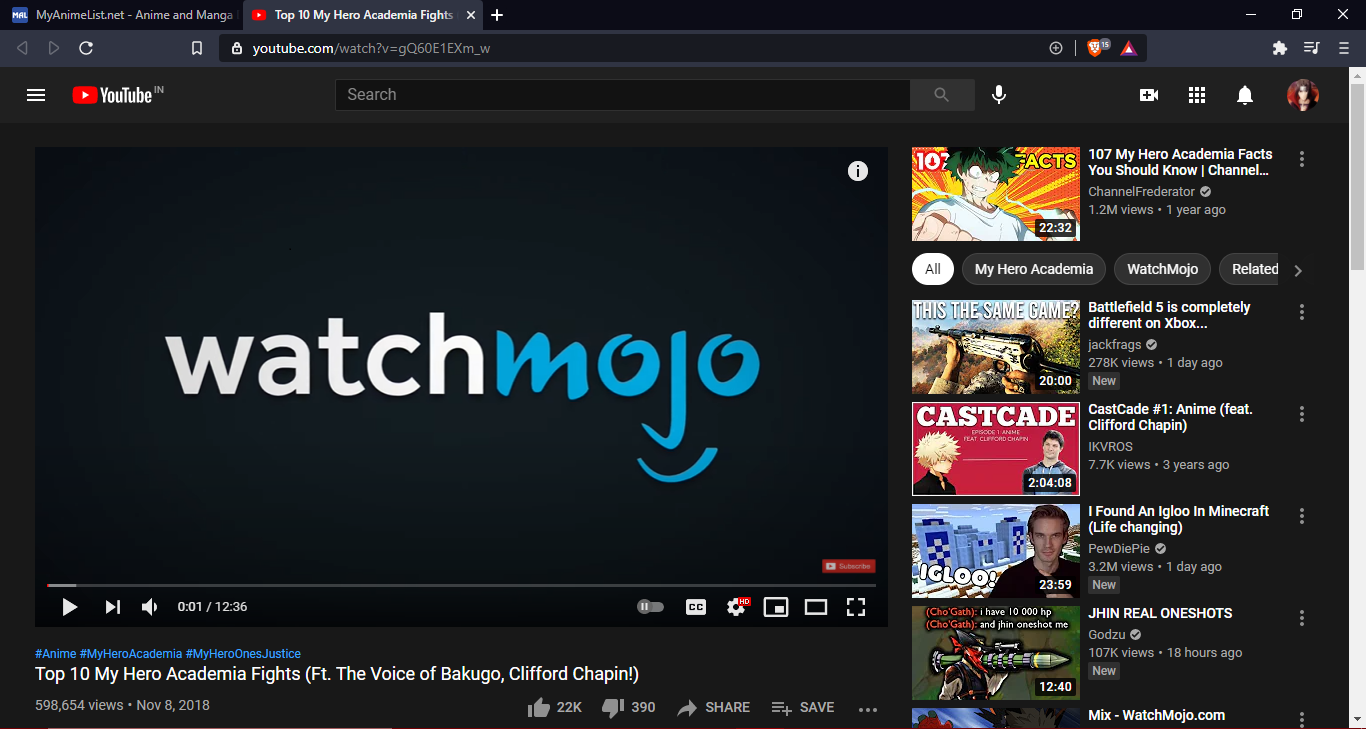
****

**File – tgaa6**

****

**Output of other buttons in this**

**window are similar to MHA (Below)**

****

**BIBLIOGRAPHY**

**Images**

[**https://morioh.com/p/11fa65926ab9**](https://morioh.com/p/11fa65926ab9)

[**https://wallpapercave.com/**](https://wallpapercave.com/)

**Information**

[**https://myanimelist.net/**](https://myanimelist.net/)

[**https://en.wikipedia.org/wiki/Wikipedia**](https://en.wikipedia.org/wiki/Wikipedia)