Code Review for day_flow

```
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Reviewing file = 'main_ui.py' in 'day_flow\src\'

1. Import sqlite is not necessary

```
import sys
import search_engine
import sqlite_demo
from create_event import CreateEventPopup
from PyQt5 import QtCore, QtGui, QtWidgets
from PyQt5.QtWidgets import QDialog
```

2. Change current day (21) to actual current day and (optional) create a class holding all of these variables

```
am_pm = ["AM", "PM"]
days_in_week = ["SUN", "MON", "TUE", "WED", "THU", "FRI", "SAT"]
month_in_year = [
    'January', 'February', 'March', 'April',
    'May', 'June', 'July', 'August',
    'September', 'October', 'November', 'December'
]
current_day = 21
```

3. For each widget object, there should be a comment on the name and its functionality.

```
def setupUi(self, Form):
    Form.setObjectName("Form")
    Form.resize(757, 654)
    self.widget = QtWidgets.QWidget(Form) # Create a widget for the ComboBox and TableWidgets
    self.widget.setEnabled(True)
    self.widget.setGeometry(QtCore.QRect(20, 60, 711, 551))
    self.widget.setObjectName("widget")

self.comboBox = QtWidgets.QComboBox(self.widget)
    self.comboBox.setEnabled(True)
    self.comboBox.setGeometry(QtCore.QRect(10, 10, 111, 26))
    self.comboBox.setToolTipDuration(0)
    self.comboBox.setObjectName("comboBox")
    self.comboBox.addItem("")
    self.comboBox.addItem("")
    self.comboBox.addItem("")
```

4. Also, for each function name should be lower_case. So 'setupUi' should be named like 'setup_ui'. And there should also be a comment of its function name and purpose of the function.

```
def show_event_dialog(self):
    # Create an instance of the event creation dialog
   event_dialog = QDialog()
   ui = CreateEventPopup()
   ui.set_up_ui(event_dialog)
   # Show the dialog
   event_dialog.exec_()
def onComboBoxIndexChanged(self, index):
   # Get the selected text from the ComboBox
   selected_text = self.comboBox.currentText()
   # Set the visibility of the TableWidgets based on the selected text
    if selected_text == "Month":
        self.monthDisplay.setVisible(True)
        self.weekDisplay.setVisible(False)
        self.dayDisplay.setVisible(False)
    elif selected_text == "Week":
        self.monthDisplay.setVisible(False)
        self.weekDisplay.setVisible(True)
        self.dayDisplay.setVisible(False)
    elif selected text == "Day":
        self.monthDisplay.setVisible(False)
        self.weekDisplay.setVisible(False)
        self.dayDisplay.setVisible(True)
```

5. The 'comboBox' should be renamed as something useful. It would be better to use for loop with a variable of three instead of writes add items three times.

```
self.comboBox = QtWidgets.QComboBox(self.widget)
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self.comboBox.addItem("")
self.comboBox.addItem("")
```

6. Instead of writing down 5 and 7 manually, we should use a variable store the values of 5 and

```
self.monthDisplay.setRowCount(5)
self.monthDisplay.setObjectName("Month Widget")
self.monthDisplay.setColumnCount(7)
for i in range(5):
    item = QtWidgets.QTableWidgetItem()
    item.setTextAlignment(QtCore.Qt.AlignCenter)
    self.monthDisplay.setVerticalHeaderItem(i, item)
for i in range(7):
    item = QtWidgets.QTableWidgetItem()
self.monthDisplay.setHorizontalHeaderItem(i, item)
```

7. Same as above for weekDisplay maybe we can use the same variable (7 and 24)

```
self.weekDisplay = QtWidgets.QTableWidget(self.widget)
self.weekDisplay.setGeometry(QtCore.QRect(10, 40, 701, 501))
self.weekDisplay.setObjectName("Week Widget")
self.weekDisplay.setColumnCount(7)
self.weekDisplay.setRowCount(24)
```

8. Same as above for the variable (7 and 24)

```
self.dayDisplay = QtWidgets.QTableWidget(self.widget)
self.dayDisplay.setGeometry(QtCore.QRect(10, 40, 701, 501))
self.dayDisplay.setObjectName("Day Widget")
self.dayDisplay.setColumnCount(1)
self.dayDisplay.setRowCount(24)
```

9. Use for loop instead of writing 5 times

```
self.searchBy.addItem("")
self.searchBy.addItem("")
self.searchBy.addItem("")
self.searchBy.addItem("")
self.searchBy.addItem("")
self.searchBy.addItem("")
```

10. Change the names "pushbutton_2", "pushbutton_3", "pushbutton_4" to something more clear.

```
self.pushButton_3.setText(_translate("Form", ">"))
self.pushButton_4.setText(_translate("Form", "<"))
self.pushButton_2.setText(_translate("Form", "Export"))</pre>
```