

Python in the VE

VE Scripts – using a GUI with VE scripts

What?

We build a dialog with user entry boxes, a box, buttons, code that creates a room group schema, code that finds APS files and code that tests for overheating & that exports the results to a spreadsheet. We use an event loop that drives the operation of the dialog

Why?

In this example we use a dialog for data / choice entry for users of a script. We use the Tkinter module to create the dialog and show how the structure of the script is different as have to use an event loop (this waits for the user to do something on the dialog). The example uses a Class structure and is an example of Object Oriented Programming (OOP)

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1  """
2  =====
3  Overheating analysis using a GUI
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5
6  Module description
7  -----
8  Demonstrates a simple Tkinter GUI and event loop.
9  The GUI is used to create a room group scheme that allows the user to identify the rooms
10 for analysis, the target aps file, a xls filename and trigger an overheating analysis
11 for testing Ta 25 & 28 deg. The results are then exported to an Excel spreadsheet.
12
13 Notes
14 -----
15 Further sources of information on Tkinter GUI programming:
16 https://www.cscs.umich.edu/~cnr/pythontutorial/introduction_to_gui_programming.html
17 https://stackoverflow.com/questions/17466561/best-way-to-structure-a-tkinter-application
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19 """
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21 import os
22 import tkinter as tk
23 import tkinter.messagebox as messagebox
24 import xlswriter
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AGUI requires a specific code structure – the event loop; if you want to read up further try these links

Download the modules we need. Messagebox is in a sub module to Tkinter so we need to load it specifically as it is not in the Tkinter module

We create a class (a 'template'); this will contain all that we need (a 'blueprint') to create the dialog and execute the overheating analysis. Our class inherits from the Tkinter *Frame* class; this means it inherits (we can use) the functions in the *Frame* class

__init__ is a special function that is executed as soon as an instance of the class is created

self is a reference to the Dialog class instance and it means 'I belong to...'

We create a Frame widget; all widgets inside the dialog will be children of this Frame instance

Within the class all functions can access variables prefixed with self, otherwse they are local to the function in which they are declared

We create the variables we want to use throughout the class

We call the function to create the dialog

We use self.parent to access an attribute of the parent object – the title label of the dialog

We configure the frame manager for self.frame; this will allow us to easily place widgets on the dialog. The grid is zero indexed from the top left corner

We create a label widget from the Tk module; it is a child of self.frame

We position the label widget on the grid. Sticky sets which side of the grid cell the widget should sit if smaller than the grid cell (compass points are used)

We create a button widget from the Tk module; it is a child of self.frame. Command sets the function to be called when the button is activated

We force some white space on the grid

We create a list of aps file names by looking in the project\vista folder

split creates a list for each word in the filename string; we check the last item in the list to check if the filename suffix is .aps. join combines the list into a string; we could have avoided this by simply using a different variable name on line 114 but it is useful to see both methods. If it is an aps file we add it to the list of available aps files

We create a list box and populate it with the list of aps filenames

We configure the listbox; select_set sets the default pick

We create a label widget from the Tk module; it is a child of self.frame

We create an entry box widget from the Tk module; it is a child of self.frame

We create a button widget from the Tk module; it is a child of self.frame. It calls the self.run_calc function

We create the function to set up the grouping scheme

Check if the grouping scheme already exists

If the grouping scheme does not exist create the grouping scheme and pop-up a message box with instructions

If the grouping scheme already exists pop-up a message box

We create a separate function for just calculating the overheating results called from run_calc; this avoids the run_calc function from becoming too long and hard to read

Returns a list of (room name, room ID, room area, room volume) tuples for all rooms in the results file

We loop through all rooms in the model; we use enumerate to give us the count & the value of the list item (a tuple)

We unpack the tuple into separate variables

If room is to be analyzed we get the results for Ta and occupancy

Setup counters

Convert the results to lists

Use enumerate so we have a counter that we can use as an index in the Ta & occupancy lists

Test both lists at the same; if in occupancy AND Ta exceeds test increment counters for range test and occupied hours. If occupied and not overheating increment occupied hours

If occupied calculate % hours overheating

Gather the result in to a list that we can return from the function

We create the function called by the calc_button; this contains

Check if the overheating grouping scheme exists; if it exists set the flag to the group's handle attribute

If the overheating grouping scheme does not exist show a message box and exit the function

If the overheating grouping scheme exists get a list of the rooms to be analyzed

Check if the list of rooms is empty; if empty show a message box and exit the function

Get the aps filename that has been selected in the dialog; check if it is empty; if empty show a message box and exit the function

Get the Excel filename from the dialog

Create a new Excel workbook (note xlswriter cannot open existing workbooks)

Create a worksheet

Using the aps filename get a results reader object

Call the calculation function; passing the arguments results reader object & the list of rooms to be analyzed. The value (list) returned is assigned to overheating_data

Create a list of column headings; note the use of escape characters

Write the column headings on to the worksheet

Write the data a row (a room) at a time on to the worksheet

Configure the visible column the data is fully visible

Save the workbook; we use a try statement to handle the situation of the workbook being opened by another app which has been created

Open the Workbook in Excel

The destroy method kills the widget; in this it kills the parent widget and thus ends the script

The code in this function could easily be after line 354, but making a function makes for easy-to-read structured code

We create a 'root' object that will be the top of the dialog object tree; everything will be a child of root

We set some attributes of root

We call the class to create an instance; we pass in the argument root – this will be the parent object

We start the event loop; this loops waiting for the user to do something on the dialog

We use the name condition to ensure we only run the script when it is the main program. We call our main function to start the script

Sample output:



Workbook ...

	A	B	C	D	E
1	Room Name	Hours > 25°C	% Hours > 25°C	Hours > 28°C	% Hours > 28°C
2	L00: Room (P1)		2421 57.3%	1984 46.96%	
3	L00: Room (P2)		2499 59.15%	2063 48.83%	
4	L00: Room (P3)		2624 62.11%	2164 51.22%	
5	L00: Room (P4)		2692 63.72%	2134 50.51%	
6	L00: Room (C)				
7					

