

# Finham Park School Sixth Form

## A Level Computing Summer Project – Y11 to Y12

### The Challenge: Create a **USEFUL** program that makes use of a **GUI**

In A Level Computing, you'll take on projects where you identify a problem, design a solution, and develop it using Python (or another language) — just like professional programmers do.

Your **Summer Project** gives you a head start. You'll create a small, practical system based on a real-world need.

#### Your Task:

- ✓ Choose one of the project ideas below **OR** suggest your own (must be approved by your teacher)
- ✓ Develop your project using **Python** and **GUI Zero**
- ✓ Submit your working program in your first Computing lesson in September

#### Please note:

- ✓ You must **fully COMMENT** your listing
- ✓ Your program must **DO** something (i.e. it must follow the basic principles of data being **INPUT**, some **PROCESSING** taking place, and the result being **OUTPUT**)
- ✓ **Your program MUST make use of a Graphical User Interface**
- ✓ You can download the GUIzero guide from [here](#)

#### Project Ideas (Choose One or Suggest Your Own):

##### 💡 1. To-Do List App

- Let users add tasks
- Mark tasks as complete
- Remove completed tasks

##### 💡 2. Basic Quiz

- Ask the user 3-5 questions
- Track their score
- Show feedback at the end

### 3. Decision Maker App

- User enters the options they have to choose between
- User clicks a button to get a random 'Yes' or 'No'
- Great for those "can't decide" moments

### 4. Daily Motivation App

- Displays a random motivational quote or positive message
- User should be able to select different types of quote (i.e. success, hardwork, failure)
- Simple GUI with a new quote each time

### 5. Simple Calculator

- Basic functions: add, subtract, multiply, divide
- GUI buttons for each operation
- Display results clearly

### 6. Random Joke Generator

- User clicks a button to see a random joke
- Bonus: Add categories (e.g., knock-knock, tech jokes)

### 7. Compliment Generator

- Click a button, receive a random compliment
- Great for practicing random selection and GUI updates

### 8. Digital Dice Roller

- Click to roll virtual dice
- Random number from 1 to 6 displayed
- Optional: Simulate rolling two dice

### 9. Simple Shopping List App

- Add items to a shopping list
- Remove items when bought
- Bonus: Tally up a simple price total

### 10. Simple Countdown Timer

- User enters a number of seconds
- Click start to begin countdown
- Display alert when time runs out

## 💡 12. Emoji Mood App

- Click a button to display a random emoji
- Shows a fun mood/feeling each time

## Or Suggest Your Own Idea...

It must:

- Be achievable with Python and GUI Zero
- Solve a practical, fun, or real-world problem