



# Password Manager

By  
Trey Kirk, Marquais Hendrick, Thomas  
Roeseler, and Michael Lively-Scholz



# Intention and goals

- It is crucial for people to have passwords but remembering them for every website is tricky
- We would like to provide people an opportunity to remember one complex password that will provide access to a collection of all their usernames and passwords.
- Our aim was to create a password management system that would securely store all of a users passwords.



# Process

- Due to our inexperience we consulted the internet for assistance, finding a youtube video by Neural Nine
- We had to download the fernet cryptography package and import it into the code
- We established a key, file path, and dictionary
- We then created variables to use, created if statements, and used print statements and input commands to collect input from the user.



# Trials and Tribulations

- While implementing and creating different functions, we ran into the realization that the code would ultimately not run without downloading a specific cisco packet called cryptography.
- Indentation errors also played a part in our struggle as the longer the code went on the more prone you are to simple mistakes.
- After fixing these few mistakes we were able to get the code running.



# Results

- A program that gives users 7 initial options to choose from the executes code according to user input.
- The user has the option of creating a key, creating a password file, and creating a link for a website and password.
- It then provides the same query and stores the user's inputs until the user quits the program by inputting q.

Project

- pythonProject4 C:\Users\Owner\PycharmProjects\pythonProject4
  - venv library root
  - client 1.py
  - grp project.py
  - main.py
  - server.py
  - week 12.py
  - week 12 p2.py
- External Libraries
- Scratches and Consoles

```

77         pm.load_key(path)
78     elif choice == "3":
79         path = input("Enter path: ")
80         pm.create_password_file(path, password)
81     elif choice == "4":
82         path = input("Enter path: ")
83         pm.load_password_file(path)
84     elif choice == "5":
85         site = input("Enter the site: ")
86         password = input("Enter the password: ")
87         pm.add_password(site, password)
88     elif choice == "6":
89         site = input("What site do you want: ")
90         print(f"password for {site} is {pm.get_password(site)}")
91     elif choice == "q":
92         done = True

```

PasswordManager > load\_password\_file()

```

C:\Users\Owner\PycharmProjects\pythonProject4\venv\Scripts\python.exe "C:\Users\Owner\OneDrive - Old Dominion University\Intro to programming\grp project.py"
What do you want to do?
(1) Create a new key
(2) Load an existing key
(3) Create new password file
(4) Load existing password file
(5) Add a new password
(6) Get a password
(q) Quit

Enter your choice:

```

```
C:\Users\Owner\OneDrive - Old Dominion University\Intro to programming\grp project.py
Project
  pythonProject4 C:\Users\Owner\PycharmProjects\pythonProject4
    venv library root
    client.1.py
    grp project.py
    main.py
    server.py
    week 12.py
    week 12 p2.py
  External Libraries
  Scratches and Consoles

77     pm.load_key(path)
78
79     elif choice == "3":
80         path = input("Enter path: ")
81         pm.create_password_file(path, password)
82
83     elif choice == "4":
84         path = input("Enter path: ")
85         pm.load_password_file(path)
86
87     elif choice == "5":
88         site = input("Enter the site: ")
89         password = input("Enter the password: ")
90         pm.add_password(site, password)
91
92     elif choice == "6":
93         site = input("What site do you want: ")
94         print(f"password for {site} is {pm.get_password(site)}")
95
96     elif choice == "q":
97         done = True
```

PasswordManager > load\_password\_file()

```
Run: grp project x
(q) Quit
Enter your choice: 1
Enter path: testkey.key
Enter your choice: 2
Enter path: testkey.key
Enter your choice: 3
Enter path: newpassword.pass
Enter your choice: 4
Enter path: newpassword.pass
Enter your choice:
```

- pythonProject4
  - venv library root
  - client 1.py
  - grp project.py
  - main.py
  - server.py
  - week 12.py
  - week 12 p2.py
  - External Libraries
  - Scratches and Consoles

```

77         pm.load_key(path)
78     elif choice == "3":
79         path = input("Enter path: ")
80         pm.create_password_file(path, password)
81     elif choice == "4":
82         path = input("Enter path: ")
83         pm.load_password_file(path)
84     elif choice == "5":
85         site = input("Enter the site: ")
86         password = input("Enter the password: ")
87         pm.add_password(site, password)
88     elif choice == "6":
89         site = input("What site do you want: ")
90         print(f"password for {site} is {pm.get_password(site)}")
91     elif choice == "q":
92         done = True

```

PasswordManager > load\_password\_file()

Run: grp project

```

(6) Get a password
(q) Quit

Enter your choice: 5
Enter the site: instagram
Enter the password: instapassword
Enter your choice: 6
What site do you want: instagram
password for instagram is instapassword
Enter your choice: q
Bye

```



# Conclusion

Our group was successful in creating a password manager using python version 3.11. Our inspiration for creating the project was crucial in our success along with revising any mistakes made when creating the project.

Though we faced many challenges, we were overall successful in creating an intermediate to low-advanced python code.