This code is a Python program for a simple library management system GUI (Graphical User Interface) using Tkinter, a built-in Python library for creating GUI applications

**Imports**: It starts by importing necessary modules such as **sqlite3** for database operations and **tkinter** for GUI elements.

1. **Database Setup**: It connects to a SQLite database named **library.db** and creates a table named **Library** if it doesn't exist already. The table has columns for book name, book ID, author name, book status, and card ID.
2. **Functions**:
   * **issuer\_card()**: This function prompts the user to input an issuer's card ID using a dialog box.
   * **display\_records()**: This function retrieves all records from the database and displays them in the GUI's treeview widget.
   * **clear\_fields()**: This function clears all input fields in the GUI and resets the book status to "Available".
   * **clear\_and\_display()**: This function clears the fields and updates the displayed records.
   * **add\_record()**: This function adds a new record to the database based on the input provided by the user.
   * **view\_record()**: This function retrieves and displays the details of a selected record from the treeview.
   * **update\_record()**: This function updates the details of a selected record in the database based on the input provided by the user.
   * **remove\_record()**: This function removes a selected record from the database.
   * **delete\_inventory()**: This function deletes all records from the database, effectively clearing the entire inventory.
   * **change\_availability()**: This function changes the availability status of a selected book based on user input.
3. **GUI Setup**:
   * It initializes the main GUI window with a title and dimensions.
   * Defines the layout using frames for organizing widgets.
   * Creates labels, entry widgets, buttons, and a tree view widget for displaying records.
   * Binds functions to buttons for performing various operations.
4. **Variables**:
   * Various variables are defined to store StringVar objects for the input fields (e.g., **bk\_status**, **bk\_name**) and background colors for different frames and buttons.
5. **Finalizing the Window**:
   * Updates and runs the main GUI window using the **mainloop()** method.

Overall, this code provides a basic library management system with features for adding, viewing, updating, and removing book records, as well as changing book availability and clearing the inventory. The SQLite database is used to store and manage the book records. The GUI is created using Tkinter for user interaction