

```
from tkinter import *
```

```
import *
```

```
def main():
    root = Tk()
    root.title("Notes")
    root.geometry("400x400")
    root.config(bg="white")
    root.resizable(width=False, height=False)
    root.mainloop()
```

```
def create_note():
    global var, filename, title, note
    var = StringVar()
    filename = StringVar()
    title = StringVar()
    note = StringVar()
    label_var = Label(root, text="Enter a title for the notes:", pack())
    label_title = Label(root, text="Enter the title:", pack())
    label_note = Label(root, text="Enter the note:", pack())
    label_var.get()
    label_title.get()
    label_note.get()
    save_button = Button(root, text="Save", command=save).pack()
```

```
def view_note():
    global var, filename, title, note
    var = StringVar()
    filename = StringVar()
    title = StringVar()
    note = StringVar()
    label_var = Label(root, text="Enter a title for the notes:", pack())
    label_title = Label(root, text="Enter the title:", pack())
    label_note = Label(root, text="Enter the note:", pack())
    label_var.get()
    label_title.get()
    label_note.get()
    save_button = Button(root, text="Save", command=save).pack()
```

```
def delete_note():
    global var, filename, title, note
    var = StringVar()
    filename = StringVar()
    title = StringVar()
    note = StringVar()
    label_var = Label(root, text="Enter a title for the notes:", pack())
    label_title = Label(root, text="Enter the title:", pack())
    label_note = Label(root, text="Enter the note:", pack())
    label_var.get()
    label_title.get()
    label_note.get()
    save_button = Button(root, text="Save", command=save).pack()
```

```
def view_note():
    global var, filename, title, note
    var = StringVar()
    filename = StringVar()
    title = StringVar()
    note = StringVar()
    label_var = Label(root, text="Enter a title for the notes:", pack())
    label_title = Label(root, text="Enter the title:", pack())
    label_note = Label(root, text="Enter the note:", pack())
    label_var.get()
    label_title.get()
    label_note.get()
    save_button = Button(root, text="Save", command=save).pack()
```

```
def delete_note():
    global var, filename, title, note
    var = StringVar()
    filename = StringVar()
    title = StringVar()
    note = StringVar()
    label_var = Label(root, text="Enter a title for the notes:", pack())
    label_title = Label(root, text="Enter the title:", pack())
    label_note = Label(root, text="Enter the note:", pack())
    label_var.get()
    label_title.get()
    label_note.get()
    save_button = Button(root, text="Save", command=save).pack()
```

```
def delete_note():
    global var, filename, title, note
    var = StringVar()
    filename = StringVar()
    title = StringVar()
    note = StringVar()
    label_var = Label(root, text="Enter a title for the notes:", pack())
    label_title = Label(root, text="Enter the title:", pack())
    label_note = Label(root, text="Enter the note:", pack())
    label_var.get()
    label_title.get()
    label_note.get()
    save_button = Button(root, text="Save", command=save).pack()
```

```
def delete_note():
    global var, filename, title, note
    var = StringVar()
    filename = StringVar()
    title = StringVar()
    note = StringVar()
    label_var = Label(root, text="Enter a title for the notes:", pack())
    label_title = Label(root, text="Enter the title:", pack())
    label_note = Label(root, text="Enter the note:", pack())
    label_var.get()
    label_title.get()
    label_note.get()
    save_button = Button(root, text="Save", command=save).pack()
```


login1.1

```

global reg_screen
global user_entry, pass_entry
reg_screen = Toplevel(M_screen)
reg_screen.title("Register!")
reg_screen.geometry("500x500")
username = StringVar()
password = StringVar()
usr_label = Label(reg_screen, text="Username", font=("Calibri,15"), height=2,
width=40).pack()
usr_entry = Entry(reg_screen, textvariable=username)
usr_entry.pack()
pass_label = Label(reg_screen, text="Password", font=("Calibri,15"),
height=2, width=40).pack()
pass_entry = Entry(reg_screen, textvariable=password, show="*")
pass_entry.pack()
Label(reg_screen, text="").pack()
reg_button = Button(reg_screen, text="Register!", command=reg_user).pack()

def Login():
    global log_screen
    global username_verify
    global password_verify
    global user_entry
    global pass_entry
    username_verify = StringVar()
    password_verify = StringVar()
    log_screen = Toplevel(M_screen)
    log_screen.title("Login")
    log_screen.geometry("500x500")
    username_label = Label(log_screen, text="Username:", font=("Calibri,15"), height=2,
width=40).pack()
    user_entry = Entry(log_screen, textvariable=username_verify)
    user_entry.pack()
    Label(log_screen, text="").pack()
    password_label = Label(log_screen, text="Password", font=("Calibri,15"), height=2,
width=40).pack()
    pass_entry = Entry(log_screen, textvariable=password_verify, show="*")
    pass_entry.pack()
    login_button = Button(log_screen, text="Login", command=login_verify).pack()

def mainscreen():
    global M_screen

    M_screen = Tk()
    M_screen.geometry("500x500")
    M_screen.title("Login system ")
    Login_label = Label(M_screen, text="Existing user login please ",
font=("Calibri,15"), height=2, width=40)
    Login_button = Button(M_screen, text="Login", height=2, width=15, bg="Grey",
command=Login)
    Label(M_screen, text="").pack()
    Register_label = Label(M_screen, text="New user register here",
font=("Calibri,15"), height=2, width=40)
    Register_button = Button(M_screen, text="Register", height=2, width=15,
bg="Grey", command=register)
    Login_label.pack()
    Login_button.pack()
    Register_label.pack()
    Register_button.pack()
    M_screen.mainloop()
mainscreen()

```



```

def login_sucess():
    global pop_screen
    pop_screen=TopLevel(M_screen)
    pop_screen.title("session starts..")
    pop_screen.geometry("500x300")
    Label(pop_screen, text="welcome to notes", font=("Calibri", 28), height=2,
width=40).pack()
    create_button=Button(pop_screen, text="Create
notes", command=create_notes, height=2, width=40).pack()
    Label(pop_screen, text="").pack()
    view_button=Button(pop_screen, text="View
notes", command=view_notes, height=2, width=40).pack()
    Label(pop_screen, text="").pack()
    delete_button=Button(pop_screen, text="Delete
notes", command=delete_notes, height=2, width=40).pack()

def password_error():
    global pop_screen
    pop_screen = TopLevel(M_screen)
    pop_screen.title("Sucess")
    pop_screen.geometry("150x200")
    Label(pop_screen, text="Password error").pack()
    Button(pop_screen, text="ok", command=lambda: pop_screen.destroy()).pack()

def username_error():
    global pop_screen
    pop_screen = TopLevel(M_screen)
    pop_screen.title("Sucess")
    pop_screen.geometry("150x200")
    Label(pop_screen, text="username error").pack()
    Button(pop_screen, text="ok", command=lambda: pop_screen.destroy()).pack()

def reg_user():
    usr_info=username.get()
    pass_info=password.get()
    username_file=open(usr_info, "w")
    username_file.write(usr_info+"\n")
    username_file.write(pass_info)
    username_file.close()
    username_file.close()
    usr_entry.delete(0, END)
    pass_entry.delete(0, END)
    Label(reg_screen, text="Registration
sucessfull", fg="Green", font=("Algerian", 12)).pack()
def login_verify():
    username1=username_verify.get()
    password1=password_verify.get()
    user_entry.delete(0, END)
    pass_entry.delete(0, END)

    list_of_files=os.listdir()
    if username1 in list_of_files:
        file1=open(username1, "r")
        verify=file1.read().splitlines()
        if password1 in verify:
            login_sucess()
        else:
            password_error()
    else:
        username_error()
def register():
    global username
    global password
    global usr_entry
    global pass_entry

```


