

```

import mysql.connector

from tkinter import *

import tkinter.font as tkFont

from tkinter import messagebox #importing messagebox to display message

from mysql.connector import Error # importing connector to connect with data base


# making connection with database

try:

    con=mysql.connector.connect(host='localhost',

                                user='root',

                                password='gupta',

                                database='lpg_connect5'

                                )

#creating poindbter

cur=con.cursor()


#making window and setting its features

myw=Tk()

myw.geometry('1600x1400')

myw.configure(bg='#6f86d6')

myw.title("LPG CONNECTION SYSTEM")

text=('Palatino',20)#changing the font family and font size

text1=('Palatino',15)

#making label widget

z=Label(myw,text="LPG CONNECTION
SYSTEM",font=text,width=50,height=2,fg="purple",bg="pink",anchor="center",bd=2)

z.place(x=280,y=130)

```

```
x=Label(myw,text="TeenTanki \n\n LPG\n\n  
INDUSTRIES",font=text,width=18,height=11,fg='red',bg='#fecfef',anchor="center")
```

```
x.place(x=50,y=250)
```

```
t=Label(myw,text="PRECAUTIONS",font=text,width=18,height=11,anchor='n')
```

```
t.place(x=1050,y=250)
```

```
s=Label(t,text="Check for any wear and tear.\n\nAvoid open flames.\n\nHandle Cylinder Valve  
carefully\n\nClose Cylinder after Use.",font=text1)
```

```
s.place(x=2,y=80)
```

```
# definig function foe shifting between the frames
```

```
def flst(event):
```

```
    if lst.get(ACTIVE)[0]=="signin":
```

```
        frame1.place(x=350,y=250)
```

```
        frame2.place_forget()
```

```
        frame3.place_forget()
```

```
        frame4.place_forget()
```

```
    elif lst.get(ACTIVE)[0]=="login":
```

```
        frame1.place_forget()
```

```
        frame3.place_forget()
```

```
        frame2.place(x=350,y=250)
```

```
        frame4.place_forget()
```

```
    elif lst.get(ACTIVE)[0]=="booking_system":
```

```
        frame1.place_forget()
```

```
        frame2.place_forget()
```

```
        frame3.place(x=350,y=250)
```

```
        frame4.place_forget()
```

```
    elif lst.get(ACTIVE)[0]=="complaint":
```

```
frame1.place_forget()

frame2.place_forget()

frame4.place(x=350,y=250)

frame3.place_forget()
```

#creating the list box and setting its width height and color

```
text3=('Vardana',12)

lst=Listbox(myw,bg='#c2e9fb',font=text3,width=28,height=18)

lst.bind('<Double-1>',flst)

lst.place(x=780,y=250)

cur.execute("show tables")

for dt in cur:

    lst.insert(END,dt)
```

#creating frame 1

```
text5=('Verdana',14)

frame1=LabelFrame(myw,text="Register_Now",font=text5,width=400,height=350,bg='cyan')

frame1.place(x=350,y=250)
```

#making label and placing it with place function

```
text4=('Verdana',11)

l1=Label(frame1,text="Enter Phone Number:",font=text4,anchor="w",width=17)

l1.place(x=10,y=10)

l2=Label(frame1, text="User Name:",font=text4, anchor="w", width=17)

l2.place(x=10, y=50)

l3=Label(frame1, text="Enter Password:",font=text4, anchor="w", width=17)
```

```
l3.place(x=10, y=100)
```

```
#making entry widget
```

```
e1=Entry(frame1)
```

```
e1.place(x=180,y=10)
```

```
e2=Entry(frame1)
```

```
e2.place(x=180,y=50)
```

```
e3=Entry(frame1)
```

```
e3.place(x=180,y=100)
```

```
# making function to store the data in database using mysql query
```

```
def register():
```

```
    cur.execute("insert into signin(phone_number,user_name,password) \
values (%s,%s,%s)",(e1.get(),e2.get(),e3.get()))
```

```
    con.commit()
```

```
    messagebox.showinfo("info","Registered Successfully!")
```

```
    fclear()
```

```
# defining function to clear the entry after user input for the next entry
```

```
def fclear():
```

```
    e1.delete(0,END)
```

```
    e2.delete(0,END)
```

```
    e3.delete(0,END)
```

#defining button to operate with the command attribute

```
Button(frame1,text="Register",font=text4,width=20,command=register).place(x=10,y=150)
```

#frame2:creating frame 2

```
frame2 = LabelFrame(myw, text="Login",font=text5, width=400, height=350, bg='#DE8CF0')
```

```
frame2.place(x=350, y=250)
```

#making labvel widget

```
m1=Label(frame2, text="Enter Phone Number:",font=text4, anchor="w", width=17)
```

```
m1.place(x=10, y=10)
```

```
m2=Label(frame2, text="Enter Password:", font=text4,anchor="w", width=17)
```

```
m2.place(x=10, y=50)
```

#making entry widget

```
n1 = Entry(frame2)
```

```
n1.place(x=180, y=10)
```

```
n2 = Entry(frame2)
```

```
n2.place(x=180, y=50)
```

#defining function for verifying phone numer and password

```
def mylogin():
```

```
    cur.execute("select password from signin where phone_number=%s",(n1.get(),))
```

```
    data=cur.fetchone()
```

```
    if data==(n2.get()):
```

```
messagebox.showinfo("Info","Login Succed!")
```

```
else:
```

```
messagebox.showinfo("Info","Wrong Phone Numbner or Password")
```

```
con.commit()
```

```
fclear1()
```

```
# defining function to clear the entry after user input for the next entry
```

```
def fclear1():
```

```
    n1.delete(0,END)
```

```
    n2.delete(0,END)
```

```
#defining button to operate with the command attribute
```

```
Button(frame2,text="Login",font=text4, width=20,command=mylogin).place(x=10, y=100)
```

```
# creating frame 3
```

```
frame3 = LabelFrame(myw, text="Booking_System",font=text5, width=400, height=350, bg='red')
```

```
frame3.place(x=350, y=250)
```

```
#making label widget
```

```
o1=Label(frame3, text="Enter Active Contact:",font=text4, anchor="w", width=20)
o1.place(x=10, y=10)
o2=Label(frame3, text="Enter Date(yyyymmdd):", font=text4,anchor="w", width=20)
o2.place(x=10, y=50)
o3=Label(frame3, text="Enter No.of Cylinder:",font=text4, anchor="w", width=20)
o3.place(x=10, y=100)
```

```
#making entry widget
```

```
p1 = Entry(frame3)
p1.place(x=200, y=10)
p2 = Entry(frame3)
p2.place(x=200, y=50)
p3 = Entry(frame3)
p3.place(x=200, y=100)
```

```
#defining function to store data in the database using mysql query
```

```
def book():
    cur.execute("insert into booking_system(active_contact,ddate,qty) \
values (%s,%s,%s)",(p1.get(),p2.get(),p3.get()))
    con.commit()
    messagebox.showinfo("Info","Booked Successfully!")
    fclear2()
```

```
# defining function to clear the entry after user input for the next entry
```

```
def fclear2():
    p1.delete(0,END)
```

```
p2.delete(0,END)
```

```
p3.delete(0,END)
```

```
#defining button to operate with the command attribute
```

```
Button(frame3, text="Proceed",font=text4, width=20,command=book).place(x=90, y=150)
```

```
# creating frame4
```

```
frame4 = LabelFrame(myw, text="Complaint",font=text5, width=400, height=350, bg='orange')
```

```
frame4.place(x=350, y=250)
```

```
#making label widget
```

```
q1=Label(frame4, text="Charge",font=text4, anchor="w", width=18)
```

```
q1.place(x=10, y=10)
```

```
q2=Label(frame4, text="User_name",font=text4, anchor="w", width=18)
```

```
q2.place(x=10, y=80)
```

```
#creating entry widget
```

```
r1 = Entry(frame4,width=40)
```

```
r1.place(x=10, y=50)
```

```
r2=Entry(frame4)
```

```
r2.place(x=190,y=80)
```


#defining function to store data in the database using mysql query

def sent():

cur.execute("insert into complaint(charge,user_name) \

values (%s,%s)",(r1.get(),r2.get()))

con.commit()

messagebox.showinfo("Info","Your complaint has been placed successfully")

fclear3()

defining function to clear the entry after user input for the next entry

def fclear3():

r1.delete(0,END)

r2.delete(0,END)

#defining button to operate with the command attribute

Button(frame4, text="Place", font=text4,width=20,command=sent).place(x=100, y=170)

mainloop()

#catching error and printing it

except Error as err:

print(err)

it executes if no error is detected

finally:

if con.is_connected():

cur.close()

con.close()

```
print("connected")
```