**COMPLETE CODE**

**#import the necessary libraries**

**import tkinter**

**from tkinter import\***

**from textblob import TextBlob**

**# create the main window**

**root=Tk()**

**#set the title of the window**

**root.title("Spelling Corrector")**

**#set the size of the window**

**root.geometry("700x400")**

**#set the background color of the window**

**root.config(background="#dae6f6")**

**#define the function to correct the spelling of the input word**

**def check\_spelling():**

**#get the input word**

**word=enter\_text.get()**

**#create a Textblob object with the input word**

**a=TextBlob(word)**

**#correct the spelling of the input word using the correct method of the Textblob object**

**right=str(a.correct())**

**#create a label to display the corrected text**

**cs=Label(root,text="corrected text is:",font=("poppins",20),bg="#dae6f6",fg="#364971")**

**#place the label at a specific position in the window**

**cs.place(x=100,y=250)**

**#set the text of the label widget to the corrected word**

**spell.config(text=right)**

**#create the haeding label**

**heading=Label(root,text="SPELLING CHECKER",font=("trebuchet ms",30,"bold"),bg="#dae6f6",fg="#364971")**

**#place the heading label in the window using the pack() method**

**heading.pack(pady=(50,0))**

**#create an entry field to take the input**

**enter\_text=Entry(root,justify="center",width=30,font=("poppins",25),bg="white",border=2)**

**#place the entry field in the window using pack() method**

**enter\_text.pack(pady=10)**

**#set the focus on the entry field**

**enter\_text.focus()**

**#create a button to perform the spelling correction**

**button=Button(root,text="check",font=("arial",20,"bold"),fg="white",bg="red",command=check\_spelling)**

**#place the button in the window using pack() method**

**button.pack()**

**#create a label widget to display the corrected word**

**spell=Label(root,font=("poppins",20),bg="#dae6f6",fg="#364971")**

**#place the label widget at a specific position in the window**

**spell.place(x=350,y=250)**

**#start the event loop of the GUI appliaction**

**root.mainloop()**