# 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 a heading 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 the 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 the 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 application

root.mainloop()

\*\*EXPLANTION:

The above program is a simple spelling correction application that uses the Tkinter library to create a GUI (Graphical User Interface) and the TextBlob library to correct the spelling of the input word.

The program begins by importing the necessary libraries - Tkinter for creating the GUI and TextBlob for correcting the spelling of the input word.

The main window is created using the Tk() function and is configured with a specific size, title, and background color.

The check\_spelling() function is defined to get the input word, create a TextBlob object with the input word, and correct the spelling of the input word using the correct() method of the TextBlob object. The corrected word is then displayed in a label widget.

A heading label, an entry field to take the input, and a button to perform the correction are created and placed in the GUI window. The command attribute of the button is set to call the check\_spelling() function when the button is clicked.

Finally, the mainloop() method is called to start the event loop and display the GUI window.

The user can enter a word in the entry field and click the "check" button to correct the spelling of the word. The corrected word is then displayed in the label widget below the entry field.

Certainly! Here is a step-by-step explanation of each line in the program:

1. The tkinter and textblob libraries are imported.
2. The Tk() function is called to create the main window and the title, size, and background color are configured using the title(), geometry(), and config() methods respectively.
3. The check\_spelling() function is defined to get the input word, create a TextBlob object with the input word, and correct the spelling of the input word using the correct() method of the TextBlob object. The corrected word is then displayed in a label widget.
4. A heading label is created and placed in the GUI window with a specific font, background color, and foreground color.
5. An entry field is created and placed in the GUI window to take the input. The font, background color, and border of the entry field are configured.
6. A button is created and placed in the GUI window with a specific text, font, foreground color, and background color. The command attribute of the button is set to call the check\_spelling() function when the button is clicked.
7. A label widget is created to display the corrected word. The font and background color of the label widget are configured.
8. The mainloop() method is called to start the event loop and display the GUI window.

The user can enter a word in the entry field and click the "check" button to correct the spelling of the word. The corrected word is then displayed in the label widget below the entry field.