

You

Using this code structure and the tkinter module in python, how can I code a tkinter window that looks like the one in the screenshot.

Code structure:

```
class App(Tk):
    def __init__(self):
        super().__init__()
        self.geometry('300x200')
        self.title('Work Hours Calculator')

        label1 = Label(self, text="Work Hours Calculator")
        label1.grid(row=0,columnspan=2)

        username.grid(row=1, column=1, sticky="W")
        password.grid(row=2, column=1, sticky="W")

Button(self,text='Submit',command=open_questionnaire).grid(row=3, column=0)
Button(self,text='Exit',command=self.destroy).grid(row=3, column=1)
```

Copilot

Certainly! To create a tkinter window similar to the screenshot you provided, you can follow these steps:

1. First, make sure you have the necessary imports:

python

```
from tkinter import Tk, Label, Entry, Button
```

2. Create a class that inherits from Tk (the main tkinter window):

python

```
class App(Tk):
    def __init__(self):
        super().__init__()
        self.geometry('300x200')
        self.title('Work Hours Calculator')
```

3. Add labels and entry widgets for the username and password:

python

```
label1 = Label(self, text="Work Hours Calculator")
label1.grid(row=0, columnspan=2)

username_label = Label(self, text="Username:")
username_label.grid(row=1, column=0, sticky="E")
username_entry = Entry(self)
username_entry.grid(row=1, column=1, sticky="W")
```

```
password_label = Label(self, text="Password:")
password_label.grid(row=2, column=0, sticky="E")
password_entry = Entry(self, show="*") # Hide password characters
password_entry.grid(row=2, column=1, sticky="W")
```

4. Add buttons for "Submit" and "Exit":

python

```
submit_button = Button(self, text='Submit', command=self.open_questionnaire)
submit_button.grid(row=3, column=0)

exit_button = Button(self, text='Exit', command=self.destroy)
exit_button.grid(row=3, column=1)
```

5. Implement the open_questionnaire method (you can define it outside the __init__ method):

python

```
def open_questionnaire(self):
    # Your logic for opening the questionnaire goes here
    pass
```

6. Finally, start the tkinter event loop:

python

```
if __name__ == "__main__":
    app = App()
    app.mainloop()
```

Remember to replace the placeholder logic in the open_questionnaire method with your actual functionality. This code structure should give you a basic tkinter window with labels, entry fields, and buttons similar to the screenshot you provided. Adjust the layout and styling as needed! 😊

If you have any further questions or need additional assistance, feel free to ask! 🌟

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