```
import tkinter as tk
from tkinter import messagebox
import random

# ----- STORY TEMPLATES -----
templates = [
    "Today I went to the {place} and saw a {adjective} {noun} {verb}ing around!",
    "My {noun} loves to {verb} when it's feeling {adjective} at the {place}.",
    "At the {place}, I found a {adjective} {noun} trying to {verb}.",
    "The {adjective} {noun} jumped into the {place} and started to {verb} loudly.",
    "Once upon a time in a {place}, a {adjective} {noun} decided to {verb}."
]

# List of placeholders needed
placeholders = ["place", "adjective", "noun", "verb"]

# ----- GUI APP CLASS -----
class MadLibsApp:
    def __init__(self, root):
        self.root = root
        self.root.title("Mad Libs Generator")
        self.root.geometry("400x450")
        self.create_widgets()

    def create_widgets(self):
        # Title Label
        tk.Label(self.root, text="Mad Libs Generator", font=("Arial", 18, "bold")).pack(pady=10)

        # Entry fields for each placeholder
        self.entries = {}
        for word in placeholders:
            frame = tk.Frame(self.root)
            frame.pack(pady=5)
            tk.Label(frame, text=f"Enter a {word}:", width=15, anchor="w").pack(side=tk.LEFT)
```

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35              entry = tk.Entry(frame, width=20)
36              entry.pack(side=tk.LEFT)
37              self.entries[word] = entry
38
39          # Button to generate story
40          tk.Button(self.root, text="Generate Story",
   command=self.generate_story).pack(pady=15)
41
42          # Result box
43          self.result_box = tk.Text(self.root, height=6
   , width=40, wrap=tk.WORD)
44          self.result_box.pack(pady=10)
45
46          # Play again button
47          tk.Button(self.root, text="Play Again",
   command=self.clear_fields).pack(pady=5)
48
49      def generate_story(self):
50          user_inputs = {}
51
52          # Validate all entries
53          for word, entry in self.entries.items():
54              value = entry.get().strip()
55              if not value:
56                  messagebox.showwarning("Input Error"
   , f"Please enter a {word}.")
57                  return
58              user_inputs[word] = value
59
60          # Pick a random story template
61          template = random.choice(templates)
62
63          # Generate the story
64          story = template.format(**user_inputs)
65
66          # Display the story
67          self.result_box.delete(1.0, tk.END)
68          self.result_box.insert(tk.END, story)
69
70      def clear_fields(self):
71          for entry in self.entries.values():
```

```
            entry.delete(0, tk.END)
        self.result_box.delete(1.0, tk.END)

# ----- RUN THE APP -----
if __name__ == "__main__":
    root = tk.Tk()
    app = MadLibsApp(root)
    root.mainloop()

```