INDUSTRIAL TRAINING DAILY DIARY
DAY 08

03 July, 2025

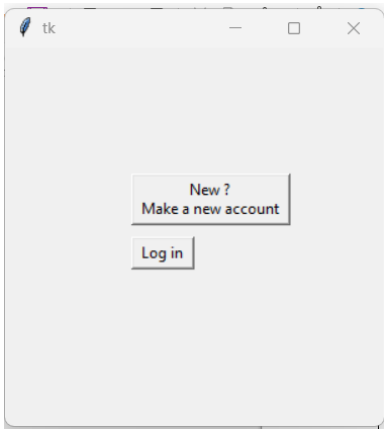
Topic : Continued Radio Button in tkinter

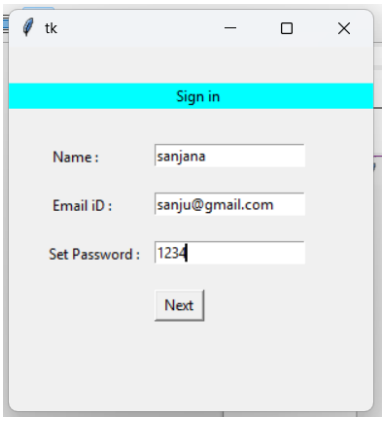
- **Creating a login Page**

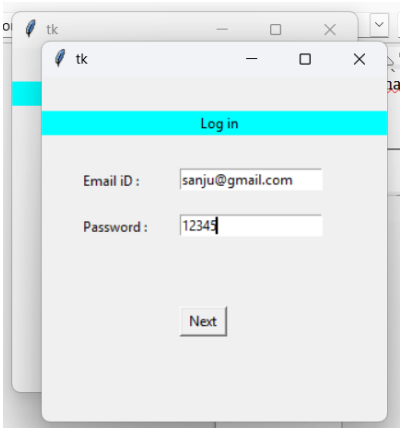
```
from tkinter import *

global user_details
user_details =[]


def login():
    def validate():
        pe = password_entered.get()
        ee = email_entered.get()
        global user_details

        # print(pe,ee)
        # print(password_lists)
        # print(email_lists)

        for user in user_details:
            if user['email']==ee and user['password']==pe:
                f = 1
            else :
                f = 0

        # if ee in user_details :
        #     if user_details[ee] == pe :
        #         f = 1
        # else :
        #     f = 0


        if f == 1  :
            screen = Tk()
            screen.geometry("300x300")
            greet = Label(screen, text="Congratulations!!!!\n You logged in successfully :-)")
            greet.place(x=100, y=100)
        else:
            screen = Tk()
            screen.geometry("300x300")
            error = Label(screen, text="Incorrect email or password . Please try again .....")
            error.place(x=180, y=180)

            tri = Button(screen, text="Try again :-(", command=login)
            tri.place(x=100, y=200)


    screen = Tk()

    screen.geometry("300x300")

    login2 = Label(screen,
                   text="                                Log in                                ",
```

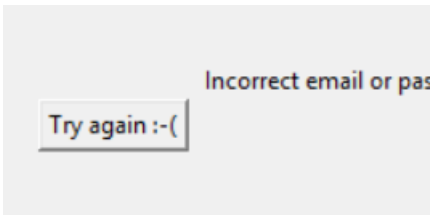
```
            background="cyan")
    login2.place(x=0, y=30)

    email = Label(screen,text= " Email iD :  ")
    email.place(x=30,y=80)

    email_entered = Entry(screen)
    email_entered.place(x = 120,y=80)

    password = Label(screen,text = " Password :")
    password.place(x = 30,y=120)

    password_entered = Entry(screen)
    password_entered.place(x=120,y=120)

    next = Button(screen, text = " Next ",command = validate)
    next.place(x= 120,y=200)



def make_account():

    def register():
        e1 = email_entered1.get()
        p1 = password_entered1.get()

        global user_details
        user_details.append({"email":e1,"password":p1})

        next = Button(screen, text=" Next ", command=login)
        next.place(x=120, y=200)


    screen = Tk()
    screen.geometry("300x300")


    login1 = Label(screen, text = "                                Sign in                                ",background =
"cyan")
    login1.place(x=0,y=30)

    name = Label(screen,text = " Name :")
    name.place(x=30,y=80)

    name_entered = Entry(screen)
    name_entered.place(x=120,y=80)

    email1 = Label(screen,text= " Email iD :  ")
    email1.place(x=30,y=120)

    email_entered1 = Entry(screen)
    email_entered1.place(x = 120,y=120)



    password1 = Label(screen,text = "Set Password :")
    password1.place(x = 30,y=160)

    password_entered1 = Entry(screen)
    password_entered1.place(x=120,y=160)
```

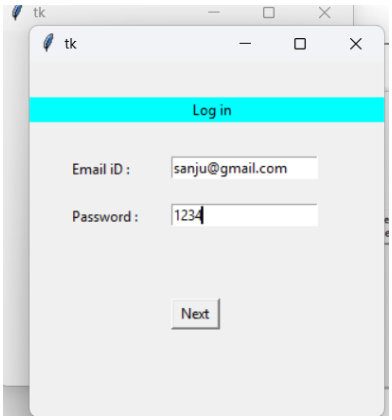
```
    # print(email_lists,password_lists)


    next = Button(screen, text = " Next ", command =register)
    next.place(x= 120,y=200)

screen = Tk()

screen.geometry("300x300")

def call_register():
    make_account()
    screen.destroy()

b1 = Button(screen,text = " New ? \n Make a new account ",command = call_register)
b1.place(x=100,y=100)

b2 = Button(screen,text = " Log in ",command = login)
b2.place(x=100,y=150)
screen.mainloop()
```

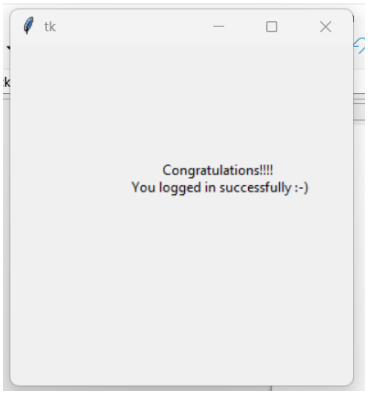












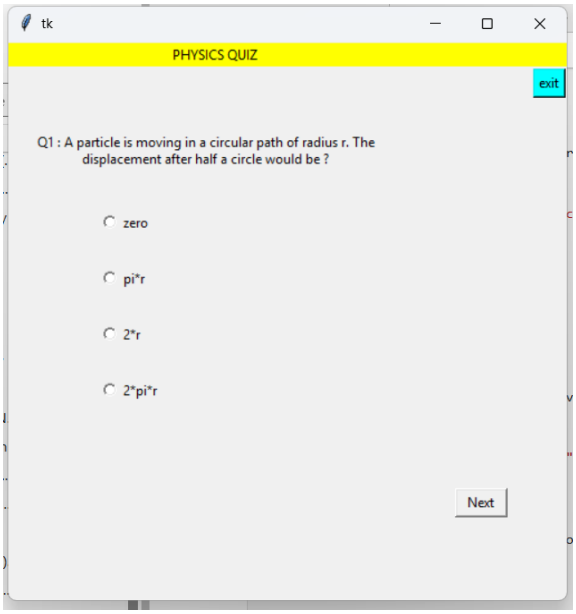
- ***Creating a quiz***

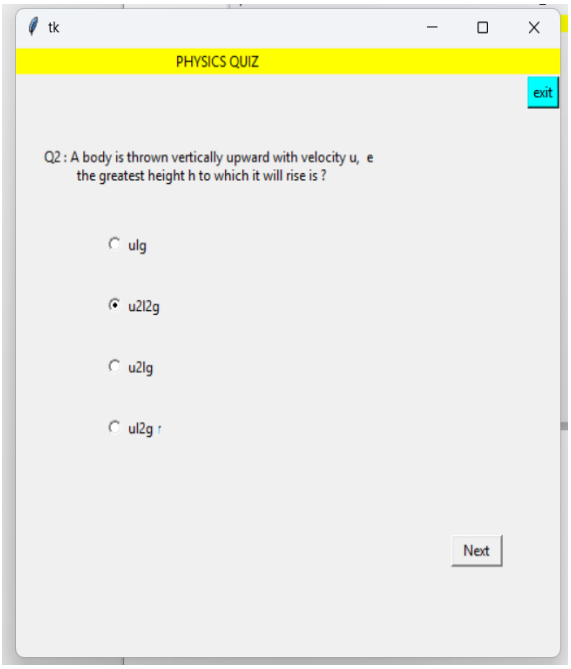
```
from tkinter import *

from pygments.styles.dracula import background

global total
total = 0
screen = Tk()

a1s = 1
a2s = 2
a3s = 3
a4s = 4



def result():
    a4 = v.get()
    global total
    if a4 == a4s:
        total += 1

    l6 = Label(screen,text = "  Resut  ")
    l6.place(x=300,y=300)

    l7 = Label(screen,text = "Score  :  ")
    l7.place(x=300,y=330)

    score = (int(total)/4)*100

    l8 = Label(screen,text = str(score))
    l8.place(x=350,y=330)
    return

def ques2():
    a1 = v.get()
    global total
    if a1 == a1s:
        total = total + 1
        print(total)

    a2 = v.get()
    l3 = Label(screen,
               text=" Q2 : A body is thrown vertically upward with velocity u, \nthe greatest
height h to which it will rise is ?")
```

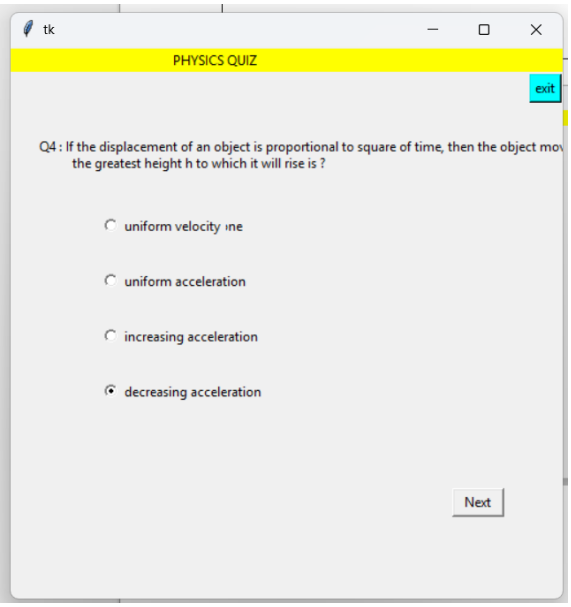
```
    l3.place(x=20, y=80)

    o1 = Radiobutton(screen, text="ulg", variable=v, value=1)
    o1.place(x=80, y=150)

    o2 = Radiobutton(screen, text="u2l2g", variable=v, value=2)
    o2.place(x=80, y=200)

    o3 = Radiobutton(screen, text="u2lg", variable=v, value=3)
    o3.place(x=80, y=250)

    o4 = Radiobutton(screen, text="ul2g", variable=v, value=4)
    o4.place(x=80, y=300)

    b3 = Button(screen, text="  Next  ", command=ques3)
    b3.place(x=400, y=400)




def ques3():
    global total
    a2 = v.get()
    if a2 == a2s:
        total += 1

    l4 = Label(screen,
               text=" Q3 : The numerical ratio of displacement to distance for a moving
object is : ")
    l4.place(x=20, y=80)

    o1 = Radiobutton(screen, text="always less than one", variable=v, value=1)
    o1.place(x=80, y=150)

    o2 = Radiobutton(screen, text="always equal to one ", variable=v, value=2)
    o2.place(x=80, y=200)

    o3 = Radiobutton(screen, text="always more than one", variable=v, value=3)
    o3.place(x=80, y=250)

    o4 = Radiobutton(screen, text="equal or less than one", variable=v, value=4)
    o4.place(x=80, y=300)

    b4 = Button(screen, text="  Next  ", command = ques4)
```

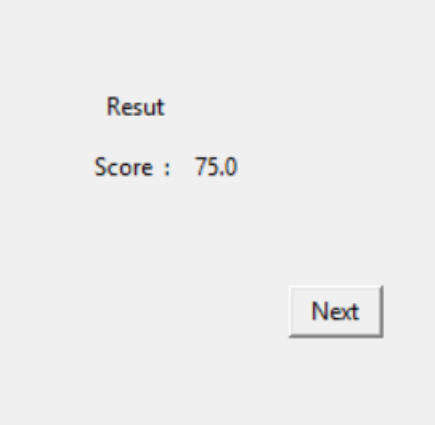
```
    b4.place(x=400, y=400)



def ques4():
    a3 = v.get()
    global total
    if a3 == a3s:
        total += 1

    l5 = Label(screen,
               text=" Q4 : If the displacement of an object is proportional to square of time,
then the object moves with ?")
    l5.place(x=20, y=80)

    o1 = Radiobutton(screen, text="uniform velocity", variable=v, value=1)
    o1.place(x=80, y=150)

    o2 = Radiobutton(screen, text="uniform acceleration", variable=v, value=2)
    o2.place(x=80, y=200)

    o3 = Radiobutton(screen, text="increasing acceleration", variable=v, value=3)
    o3.place(x=80, y=250)

    o4 = Radiobutton(screen, text="decreasing acceleration", variable=v, value=4)
    o4.place(x=80, y=300)

    b5 = Button(screen, text="  Next  ", command=result)
    b5.place(x=400, y=400)




screen.geometry("500x500")

v = IntVar()



l1 = Label(screen,text = "                                                PHYSICS QUIZ
",background="yellow")
l1.place(x=0,y=2)

b1 = Button(screen,text = "exit", background= "cyan")
b1.place(x=470,y=25)
```

```
l2 = Label(screen,text = " Q1 : A particle is moving in a circular path of radius r. The\n displacement after half a circle would be ?")
l2.place(x = 20,y = 80)

o1 = Radiobutton(screen, text = "zero", variable = v , value = 1 )
o1.place(x=80,y=150)

o2 = Radiobutton(screen, text = "pi*r", variable = v , value = 2)
o2.place(x=80,y=200)

o3 = Radiobutton(screen, text = "2*r", variable = v , value = 3 )
o3.place(x=80,y=250)

o4 = Radiobutton(screen, text = "2*pi*r", variable = v ,value = 4 )
o4.place(x=80,y=300)


b2 = Button(screen,text = "  Next  ", command = ques2)
b2.place(x=400,y = 400)



screen.mainloop()
```






tk
PHYSICS QUIZ
exit
Q4 : If the displacement of an object is proportional to square of time, then the object mov
the greatest height h to which it will rise is ?
uniform velocity ine
uniform acceleration
increasing acceleration
decreasing acceleration
Next


Resut
Score : 75.0
Next