from tkinter import Tk, Label, Button

class MyFirstGUI:

def \_\_init\_\_(self, master):

self.master = master

master.title("Financial Planner")

master.minsize(500,500)

self.label = Label(master, text="Welcome to the Financial Planner")

self.label.pack()

self.greet\_button = Button(master, text="Login", command=self.greet)

self.greet\_button.pack()

self.close\_button = Button(master, text="Close", command=master.quit)

self.close\_button.pack()

def greet(self):

print("Greetings!")

root = Tk()

my\_gui = MyFirstGUI(root)

root.mainloop()

def create\_window():

toplevel = Toplevel()

toplevel.title('enter user name')

toplevel.geometry('1500x1000')

# Create widges in the new window

label = tk.Label(toplevel, text="account name", fg='blue')

entry = tk.Entry(toplevel)

label.pack()

entry.pack()

toplevel.focus\_set()

Button(master, text='forward', command=create\_window).pack(padx=5, anchor=N, pady=4)

master.mainloop()