**from** tkinter **import** \*  
**import** tkinter  
**import** socket  
**from** threading **import** Thread  
  
**def** receive():  
 **while True**:  
 **try**:  
 msg=s.recv(1024).decode(**"utf8"**)  
 msg\_list.insert(tkinter.END,msg)  
 **except**:  
 print(**"There is an error while receiving a message"**)  
 **break  
  
def** send():  
 msg=my\_msg.get()  
 my\_msg.set(**""**)  
 s.send(bytes(msg,**"utf8"**))  
  
 **if** msg==**"#quit"**:  
 s.close()  
 window.quit()  
  
**def** on\_closing():  
 my\_msg.set(**"#quit"**)  
 send()  
window = Tk()  
window.title(**"Chat Room"**)  
window.configure(bg=**"green"**)  
messages\_frame = Frame(window,height=100,width=100,bg=**"red"**)  
my\_msg = StringVar()  
my\_msg.set(**""**)  
scroll\_bar=Scrollbar(messages\_frame)  
msg\_list = Listbox(messages\_frame,height=15,width=100,bg=**"red"**,yscrollcommand=scroll\_bar.set)  
  
scroll\_bar.pack(side=RIGHT,fill=Y)  
msg\_list.pack()  
messages\_frame.pack()  
button\_label = Label(window,text=**"Enter Your Message"**,fg=**"blue"**,font=**"Aerial"**,bg=**"red"**)  
button\_label.pack()  
entry\_field = Entry(window,textvariable=my\_msg,fg=**"red"**,width=50)  
entry\_field.pack()  
send\_button = Button(window,text=**"Send"**,bg=**"green"**,font=**"Aerial"**,fg=**"white"**,command=send)  
send\_button.pack()  
  
quit\_button = Button(window,text=**"Quit"**,bg=**"green"**,font=**"Aerial"**,fg=**"white"**,command=on\_closing)  
quit\_button.pack()  
window.protocol(**"WM\_DELETE\_WINDOW"**,on\_closing)  
  
Host=**'127.0.0.1'**Port=8080  
  
s=socket.socket(socket.AF\_INET,socket.SOCK\_STREAM)  
s.connect((Host,Port))  
  
receive\_thread=Thread(target=receive)  
receive\_thread.start()  
mainloop()