```
from tkinter import ttk
from ttkbootstrap import Style
def generate_joker_number():
   numbers = [int(entry.get()) for entry in entry_widgets]
   joker_number = ' '.join(str(num % 10) for num in numbers)
   result_label.config(text=f"Joker number is: {joker_number}", style='success.TLabel')
root.title("Joker Number Generator")
root.geometry("600x400")
root.configure(bg='#e6ffe6') # Light green background color
style = Style(theme='minty')
frame = ttk.Frame(root)
frame.pack(padx=20, pady=20)
entry_widgets = []
for row in range(7):
    label = ttk.Label(frame, text=f"Enter number {row+1}:", font=("Verdana", 12, "bold"))
   label.grid(row=row, column=0, padx=10, pady=5)
   entry = ttk.Entry(frame, style='success.TEntry', font=("Verdana", 12))
   entry.grid(row=row, column=1, padx=10, pady=5)
   entry_widgets.append(entry)
# Create a button to generate the Joker number
generate_button = ttk.Button(frame, text="Generate Joker Number", command=generate_joker_number, style='primary.TButton')
generate_button.grid(row=7, column=0, columnspan=2, padx=10, pady=10)
result_label = ttk.Label(root, text="", style='success.TLabel')
result_label.pack(padx=20, pady=20)
root.mainloop()
```

| Ø Jo | ker Number Generator | | | _ | × |
|------|----------------------|--------------|-----------------|---|---|
| | Enter number | r 1 : | 12 | | |
| | Enter number | 2: | 24 | | |
| | Enter number | r 3 : | 23 | | |
| | Enter number | r 4: | 1 | | |
| | Enter number | r 5: | 2 | | |
| | Enter number | r 6: | 33 | | |
| | Enter number | 7: | 7 | | |
| | I | Genera | te Joker Number | | |

Joker number is: 2431237