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from tkinter import *
import requests
import json
from datetime import datetime
#Initialize Window
root =Tk()
root.geometry("400x400") #size of the window by default
root.resizable(0,0) #to make the window size fixed
#title of our window
root.title("Weather App - AskPython.com")
# -----Functions to fetch and display weather info
city_value = StringVar()
def time_format_for_location(utc_with_tz):
  local_time = datetime.utcfromtimestamp(utc_with_tz)
  return local_time.time()
city_value = StringVar()
def showWeather():
  #Enter you api key, copies from the OpenWeatherMap dashboard
  api_key = "7ef53fee3cfff1ec78bb3d7f4e759cb5" #sample API
  # Get city name from user from the input field (later in the code)
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city_name=city_value.get()
  # API url
  weather_url = 'http://api.openweathermap.org/data/2.5/weather?q=' + city_name +
'&appid='+api key
  # Get the response from fetched url
  response = requests.get(weather_url)
  # changing response from json to python readable
  weather_info = response.json()
  tfield.delete("1.0", "end") #to clear the text field for every new output
#as per API documentation, if the cod is 200, it means that weather data was successfully fetched
  if weather_info['cod'] == 200:
    kelvin = 273 # value of kelvin
#-----Storing the fetched values of weather of a city
    temp = int(weather_info['main']['temp'] - kelvin)
                                                                         #converting default kelvin
value to Celcius
    feels_like_temp = int(weather_info['main']['feels_like'] - kelvin)
    pressure = weather_info['main']['pressure']
    humidity = weather_info['main']['humidity']
    wind_speed = weather_info['wind']['speed'] * 3.6
    sunrise = weather_info['sys']['sunrise']
    sunset = weather_info['sys']['sunset']
    timezone = weather info['timezone']
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cloudy = weather_info['clouds']['all']
    description = weather_info['weather'][0]['description']
    sunrise_time = time_format_for_location(sunrise + timezone)
    sunset_time = time_format_for_location(sunset + timezone)
#assigning Values to our weather varaible, to display as output
    weather = f"\nWeather of: {city_name}\nTemperature (Celsius): {temp}°\nFeels like in (Celsius):
{feels_like_temp}^\nPressure: {pressure} hPa\nHumidity: {humidity}%\nSunrise at {sunrise_time} and
Sunset at {sunset_time}\nCloud: {cloudy}%\nInfo: {description}"
  else:
    weather = f"\n\tWeather for '{city_name}' not found!\n\tKindly Enter valid City Name !!"
  tfield.insert(INSERT, weather) #to insert or send value in our Text Field to display output
#-----Frontend part of code - Interface
city_head= Label(root, text = 'Enter City Name', font = 'Arial 12 bold').pack(pady=10) #to generate
label heading
inp_city = Entry(root, textvariable = city_value, width = 24, font='Arial 14 bold').pack()
Button(root, command = showWeather, text = "Check Weather", font="Arial 10", bg='lightblue',
fg='black', activebackground="teal", padx=5, pady=5 ).pack(pady= 20)
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#to show output

weather_now = Label(root, text = "The Weather is:", font = 'arial 12 bold').pack(pady=10)

tfield = Text(root, width=46, height=10)

tfield.pack()

root.mainloop()
```