SE-4-D

EXPERIMENT N0-9

Write a Python program to create a login form with entry widgets for entering username and password. Compare the entered input with the data stored in the User table in the database. If a user exists in the database then display a login successful message else display invalid username or password (use tkinter and MySQL module).

SOURCE CODE:-

```
import MySQLdb
import tkinter as tk
top = tk.Tk()
stat = tk.StringVar()
stat.set("")
def clear():
  stat.set("")
  usre.delete(0, 'end')
  pwde.delete(0, 'end')
def login():
  user = usre.get()
  pswd = pwde.get()
  if (user != "):
     conn = MySQLdb.connect(host='localhost', database='db', user='root',
password=")
  cursor = conn.cursor()
  a = "SELECT * FROM login WHERE username = ('%s')"
  args = (user)
```

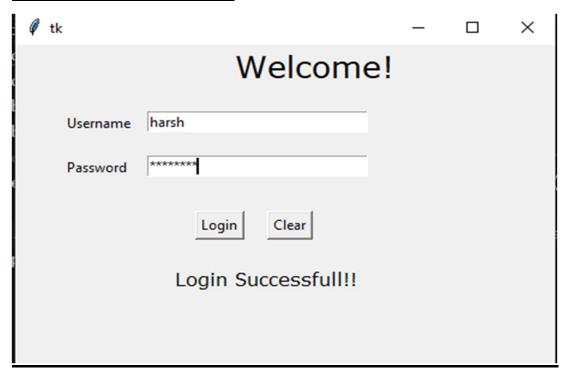
```
cursor.execute(a % args)
  res = cursor.fetchone()
  if res:
    , password = res
    if (password == pswd):
       stat.set("Login Successfull!!")
    else:
       stat.set("Invalid Password")
  else:
    stat.set("Invalid Username")
top.geometry("450x300")
greet = tk.Label(text="Welcome!", font=('Verdana', 20)).place(x=180, y=0)
usr = tk.Label(text="Username").place(x=40, y=60)
pwd = tk.Label(text="Password").place(x=40, y=100)
usre = tk.Entry(width=30)
usre.place(x=110, y=60)
print(usre.get())
pwde = tk.Entry(width=30, show='*')
pwde.place(x=110, y=100)
sub = tk.Button(text="Login", command=login)
sub.place(x=150, y=150)
```

clear = tk.Button(text="Clear", command=clear).place(x=210, y=150)

tk.Label(textvariable=stat, font=('Verdana', 12)).place(x=130, y=200) top.mainloop()

OUTPUT:

SUCCESSFUL LOGIN:



INVALID LOGIN:

