## Login page code:

```
from tkinter import *
import sqlite3
root = Tk()
root.title("TICK BOOKING")
width = 500
height = 500
screen_width = root.winfo_screenwidth()
screen_height = root.winfo_screenheight()
x = (screen_width/2) - (width/2)
y = (screen_height/2) - (height/2)
root.geometry("%dx%d+%d+%d" % (width, height, x, y))
root.resizable(0, 0)
USERNAME = StringVar()
PASSWORD = StringVar()
Top = Frame(root, bd=2, relief=RIDGE)
Top.pack(side=TOP, fill=X)
Form = Frame(root, height=200)
Form.pack(side=TOP, pady=20)
lbl_title = Label(Top, text = "TICK BOOKING", font=('arial', 15))
lbl_title.pack(fill=X)
lbl_username = Label(Form, text = "Username:", font=('arial', 14), bd=15)
lbl_username.grid(row=0, sticky="e")
lbl_password = Label(Form, text = "Password:", font=('arial', 14), bd=15)
lbl_password.grid(row=1, sticky="e")
lbl_text = Label(Form)
lbl_text.grid(row=2, columnspan=2)
username = Entry(Form, textvariable=USERNAME, font=(14))
```

```
username.grid(row=0, column=1)
password = Entry(Form, textvariable=PASSWORD, show=".", font=(14))
password.grid(row=1, column=1)
def Database():
  global conn, cursor
  conn = sqlite3.connect("pythontut.db")
  cursor = conn.cursor()
  cursor.execute("CREATE TABLE IF NOT EXISTS `member` (mem_id INTEGER NOT NULL PRIMARY KEY
AUTOINCREMENT, username TEXT, password TEXT)")
  cursor.execute("SELECT * FROM `member` WHERE `username` = 'joice' AND `password` = 'joice'")
  cursor.execute("SELECT * FROM `member` WHERE `username` = 'banu' AND `password` = 'banu'")
  cursor.execute("SELECT * FROM `member` WHERE `username` = 'deeps' AND `password` = 'deeps'")
  cursor.execute("SELECT * FROM `member` WHERE `username` = 'josh' AND `password` = 'josh12'")
  if cursor.fetchone() is None:
    cursor.execute("INSERT INTO `member` (username, password) VALUES('joice', 'joice')")
    cursor.execute("INSERT INTO `member` (username, password) VALUES('banu', 'banu')")
    cursor.execute("INSERT INTO `member` (username, password) VALUES('deeps', 'deeps')")
    cursor.execute("INSERT INTO `member` (username, password) VALUES('josh', 'josh12')")
    conn.commit()
def Login(event=None):
  Database()
  if USERNAME.get() == "" or PASSWORD.get() == "":
    lbl_text.config(text="Complete the required field!", fg="blue")
  else:
    cursor.execute("SELECT * FROM `member` WHERE `username` = ? AND `password` = ?",
(USERNAME.get(), PASSWORD.get()))
    if cursor.fetchone() is not None:
      HomeWindow()
      USERNAME.set("")
```

```
PASSWORD.set("")
      lbl_text.config(text="")
    else:
      lbl_text.config(text="Invalid login", fg="blue")
      USERNAME.set("")
      PASSWORD.set("")
  cursor.close()
  conn.close()
btn_login = Button(Form, text="Login", width=45, command=Login)
btn_login.grid(pady=25, row=3, columnspan=2)
btn_login.bind('<Return>', Login)
def HomeWindow():
  global Home
  root.withdraw()
  Home = Toplevel()
  Home.title("TICK BOOKING")
  width = 500
  height = 500
  screen_width = root.winfo_screenwidth()
  screen_height = root.winfo_screenheight()
 x = (screen_width/2) - (width/2)
 y = (screen_height/2) - (height/2)
  root.resizable(0, 0)
  Home.geometry("%dx%d+%d+%d" % (width, height, x, y))
  lbl_home = Label(Home, text="Login Successfull!", font=('times new roman', 20)).pack()
  btn_back = Button(Home, text='Back', command=Back).pack(pady=20, fill=X)
def Back():
  Home.destroy()
```

```
root.deiconify()
if __name__ == '__main__':
  root.mainloop()
```