Assignment-2

PROJECT NAME	INVENTORY MANAGEMENT FOR
	RETAILERS
Team id	PNTN2022TMID48534

1. Create User table with user with email, username, roll number, password.

Program:

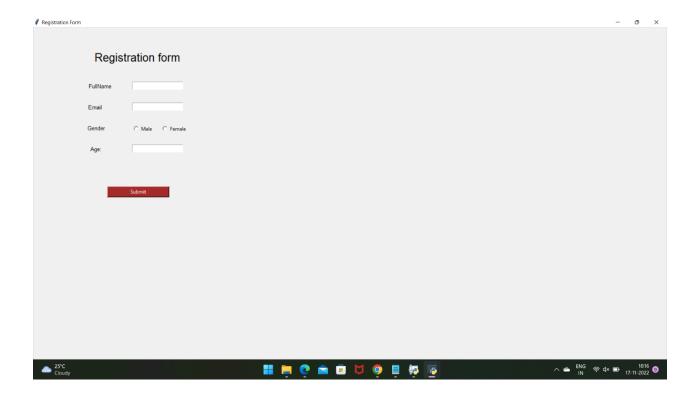
```
from tkinter import*
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root = Tk()
root.geometry('500x500')
root.title("Registration Form")
label_0 = Label(root, text="Registration form",width=20,font=("bold",
20)) label_0.place(x=90,y=53)
label_1 = Label(root, text="FullName", width=20, font=("bold", 10))
label_1.place(x=80,y=130)
entry_1 = Entry(root)
entry_1.place(x=240,y=130)
label_2 = Label(root, text="Email",width=20,font=("bold", 10))
label_2.place(x=68,y=180)
entry_2 = Entry(root)
entry_2.place(x=240,y=180)
label_3 = Label(root, text="Gender", width=20, font=("bold", 10))
label_3.place(x=70,y=230)
```

```
var = IntVar()
Radiobutton(root,text="
Maleadx =5, variable=var,
value=1).place(x=235,y=230)
Radiobutton(root, text="Female",padx = 20, variable=var,
value=2).place(x=290,y=230)
label_4 = Label(root, text="Age:",width=20,font=("bold", 10))
label_4.place(x=70,y=280) entry_2
= Entry(root)
entry_2.place(x=240,y=280)
Button(root,
text='Submit',width=20,bg='brown',fg='white').place(x=180,y=380)
                                                                         from
tkinter import* root = Tk() root.geometry('500x500') root.title("Registration
Form")
label_0 = Label(root, text="Registration form", width=20, font=("bold", 20))
label_0.place(x=90,y=53) label_1 = Label(root,
text="FullName",width=20,font=("bold", 10))
label_1.place(x=80,y=130) entry_1 = Entry(root)
entry_1.place(x=240,y=130) label_2 = Label(root,
text="Email",width=20,font=("bold", 10))
label_2.place(x=68,y=180) entry_2 = Entry(root)
entry_2.place(x=240,y=180) label_3 = Label(root,
text="Gender",width=20,font=("bold", 10))
label_3.place(x=70,y=230)
var = IntVar()
Radiobutton(root, text="Male",padx = 5, variable=var,
value=1).place(x=235,y=230)
Radiobutton(root, text="Female",padx = 20, variable=var,
value=2).place(x=290,y=230)
label_4 = Label(root, text="Age:",width=20,font=("bold", 10))
```

```
label_4.place(x=70,y=280)
entry_2= Entry(root)
entry_2.place(x=240,y=280)

Button(root, text='Submit',width=20,bg='brown',fg='white').place(x=180,y=380)
# it is use for display the registration form on the
window root.mainloop() print("registration form
successfully created...")
```

OUTPUT:-



2.Perform UPDATE ,DELET Queries with user table

Program:

Output:

