TEAM ID	PNT2022TMID18803
TITLE	AI BASED DISCOURSE FOR BANKING INDUSTRY
DATE	16.11.2022

## **Creating Loan Account Action**

```
# Create a window window
= Tk()
window.title("Loan Calculator") # Set title
# create the input boxes.
Label(window, text = "Annual Interest Rate").grid(row = 1, column
                   = 1, sticky = W)
Label(window, text = "Number of
Years").grid(row = 2, column = 1, sticky
                = W)
Label(window, text = "Loan Amount").grid(row
= 3,
             column = 1, sticky = W)
         Label(window, text = "Monthly
            Payment").grid(row = 4, column
                = 1, sticky = W)
Label(window, text = "Total Payment").grid(row
= 5,
               column = 1, sticky = W)
# for taking inputs
self.annualInterestRateVar =
StringVar()
```

```
Entry(window,
                     textvariable
      self.annualInterestRateVar, justify
      = RIGHT).grid(row = 1, column = 2)
self.numberOfYearsVar = StringVar()
Entry(window, textvariable
    self.numberOfYearsVar, justify =
    RIGHT).grid(row = 2, column = 2)
self.loanAmountVar = StringVar()
Entry(window, textvariable
  self.loanAmountVar, justify
  RIGHT).grid(row = 3, column = 2)
self.monthlyPaymentVar = StringVar()
lblMonthlyPayment |
                     = Label(window,
textvariable
self.monthlyPaymentVar).grid(row
      = 4, column = 2, sticky = E)
self.totalPaymentVar = StringVar() lblTotalPayment
= Label(window,
textvariable = self.totalPaymentVar).grid(row
      column = 2, sticky = E)
# create the button
```

```
btComputePayment = Button(window, text = "Compute
              Payment", command = self.computePayment).grid(
                row = 6, column = 2, sticky =
  E) # Create an event loop window.mainloop()
def computePayment(self): #
  compute the total payment.
  monthlyPayment
          self.getMonthlyPayment(float(self.loanAmountVar.get()),
          float(self.annualInterestRateVar.get())
                                                           1200,
          int(self.numberOfYearsVar.get()))
  self.totalPaymentVar.set(format(totalPayment,
'10.2f'))
               compute
                           the
                                  monthly
                                                         def
                                             payment.
getMonthlyPayment(self, loanAmount,
                                        monthlyInterestRate,
numberOfYears):
  monthlyPayment
                         loanAmount
                     =
          monthlyInterestRate / (1-1/(1+
          monthlyInterestRate) **
          (numberOfYears * 12))
from tkinter import
* return
monthlyPayment;
# Import tkinter
class
  LoanCalculator:
  def init
  (self): window =
```

```
Tk() # Create a
  window
    window.title("Loan Calculator") #
Set title # create the input boxes.
    Label(window, text = "Annual Interest Rate").grid(row = 1, column
                       = 1, sticky = W)
    Label(window, text = "Number of
    Years").grid(row = 2, column = 1, sticky =
                    W)
    Label(window, text = "Loan
    Amount").grid(row = 3,
                  column = 1, sticky = W)
  Label(window, text = "Monthly Payment").grid(row =
                            4, column = 1,
                     sticky = W)
    Label(window, text = "Total
    Payment").grid(row = 5,
                    column = 1, sticky = W)
    # for taking inputs self.annualInterestRateVar
    =
    StringVar()
    Entry(window, textvariable = self.annualInterestRateVar,
           justify =
           RIGHT).grid(row = 1, column =) self.numberOfYearsVar
    = StringVar()
    Entry(window, textvariable = self.numberOfYearsVar,
         justify =
```

```
RIGHT).grid(row = 2, column = 2) self.loanAmountVar
       StringVar()
                      Entry(window,
                                        textvariable
  self.loanAmountVar, justify =
     RIGHT).grid(row = 3, column = 2)
  self.monthlyPaymentVar = StringVar()
  IblMonthlyPayment = Label(window,
  textvariable =
            self.monthlyPaymentVar).grid(row
            = 4, column = 2, sticky = E)
  self.totalPaymentVar = StringVar() lblTotalPayment
  = Label(window,
  textvariable = self.totalPaymentVar).grid(row
          = 5, column = 2, sticky = E)
  # create the button
  btComputePayment = Button(window, text = "Compute
  Payment", command = self.computePayment).grid( row = 6,
  column = 2, sticky = E) window.mainloop() # Create an event loop
# compute the total payment.
def computePayment(self):
                                  self.getMonthlyPayment(1200,
  monthlyPayment
  int(self.numberOfYearsVar.get()))
     float(self.loanAmountVar.get()),
  float(self.annualInterestRateVar.get()) /
  self.monthlyPaymentVar.set(format(monthlyPayment,
  '10.2f')) totalPayment =
```

## " can the class to fair the program. Loan ealeanator

## Flowchart:

