

```
from tkinter import
*
```

```
import sqlite3
```

```
root = Tk()
root.title("Python: Simple Login Application")
width = 400
height = 280
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)
```

```
=====VARIABLES=====
```

```
USERNAME = StringVar()
PASSWORD = StringVar()
```

```
=====FRAMES=====
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```
Top = Frame(root, bd=2, relief=RIDGE)
Top.pack(side=TOP, fill=X)
Form = Frame(root, height=200)
Form.pack(side=TOP, pady=20)
```

```
=====LABELS=====
```

```
lbl_title = Label(Top, text = "Python: Simple Login Application", font=('arial', 14), bd=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)
```

```
=====ENTRY WIDGETS=====
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```
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)
```

```

#=====METHODS=====
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 N
TEXT)")
    cursor.execute("SELECT * FROM `member` WHERE `username` = 'admin' AND `pa
if cursor.fetchone() is None:
    cursor.execute("INSERT INTO `member` (username, password) VALUES('adn
    conn.commit()
def Login(event=None):
    Database()
    if USERNAME.get() == "" or PASSWORD.get() == "":
        lbl_text.config(text="Please complete the required field!", fg="red")
    else:
        cursor.execute("SELECT * FROM `member` WHERE `username` = ? AND `pas
        if cursor.fetchone() is not None:
            Homewindow()
            USERNAME.set("")
            PASSWORD.set("")
            lbl_text.config(text="")
        else:
            lbl_text.config(text="Invalid username or password", fg="red")
            USERNAME.set("")
            PASSWORD.set("")
        cursor.close()
        conn.close()

#=====BUTTON WIDGETS=====
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("Python: Simple Login Application")

```

```
width = 600
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="Successfully Login!", font=('times new roman', 14))
btn_back = Button(Home, text='Back', command=Back).pack(pady=20, fill=X)

def Back():
    Home.destroy()
    root.deiconify()
```