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=========================================

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', 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==================================

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 NULL PRIMARY KEY AUTOINCREMENT, username TEXT, password TEXT)")

cursor.execute("SELECT \* FROM `member` WHERE `username` = 'admin' AND `password` = 'admin'")

if cursor.fetchone() is None:

cursor.execute("INSERT INTO `member` (username, password) VALUES('admin', 'admin')")

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 `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 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', 20)).pack()

btn\_back = Button(Home, text='Back', command=Back).pack(pady=20, fill=X)

def Back():

Home.destroy()

root.deiconify()