import tkinter as tk  
main\_screen = tk.Tk()  
main\_screen.title("Currency Converter")  
#Canvas is the window that gets created when we run the app  
main\_screen\_canvas = tk.Canvas(main\_screen, width = 400, height = 400, bg="RoyalBlue4")  
main\_screen\_canvas.pack()  
header = tk.Label(main\_screen, text='Currency Converter')  
header.config(font=('helvetica', 10, 'bold', 'underline'),bg='RoyalBlue4',fg='white')  
#Label 2 is for giving the text to entry field  
currency\_INR\_label = tk.Label(main\_screen, text='INR:')  
currency\_INR\_label.config(font=('helvetica', 10, 'bold'),bg='RoyalBlue4',fg='white')  
#currency\_INR\_entry takes the amount  
currency\_INR\_entry = tk.Entry(main\_screen, width = 10, font=('helvetica', 10, 'bold'),bg='SkyBlue4',fg='white')  
hack = tk.StringVar()  
currency\_dollar\_converted\_entry = tk.Entry(main\_screen, width = 10, font=('helvetica', 10, 'bold'),bg='SkyBlue4',fg='white', textvariable = hack)  
#Create window puts everything onto the canvas  
main\_screen\_canvas.create\_window(200, 20, window=header)  
main\_screen\_canvas.create\_window(140, 100, window=currency\_INR\_label)  
main\_screen\_canvas.create\_window(210, 100, window=currency\_INR\_entry)  
main\_screen\_canvas.create\_window(210, 300, window=currency\_dollar\_converted\_entry)  
#Function to convert our currency  
def conversion():  
 dollar = 73  
 inr = currency\_INR\_entry.get()  
 dollar\_converted = round(float(inr)/dollar, 2)  
 hack.set(str(dollar\_converted))  
currency\_dollar\_label = tk.Label(main\_screen,text="DOLLARS:")  
currency\_dollar\_label.config(font=('helvetica', 10, 'bold'),bg='RoyalBlue4',fg='white')  
main\_screen\_canvas.create\_window(120, 300, window=currency\_dollar\_label)  
convert\_button = tk.Button(text='Convert', command=conversion, font=('helvetica', 10, 'bold'),bg='navy blue',fg='white')  
main\_screen\_canvas.create\_window(200, 200, window=convert\_button)  
main\_screen.mainloop()