Artificial Intelligence Assignment No. 1

We have implemented a GUI of English to Gujarati Translation on our Researched Case Study

Code:

```
import tkinter as tk
from tkinter import ttk
from tkinter import Text
from googletrans import Translator, LANGUAGES
import traceback
root = tk.Tk()
root.geometry('980x500')
root.resizable(0, 0)
root.title("Artificial Intelligence Assignment 1")
root.config(bg='#f6d2fc')
# YOUR TRANSLATOR
tk.Label(root, text="Artificial Intelligence Assignment 1",
font="arial 20 bold", fg='#000000', bg='#f6d2fc').pack()
tk.Label(root, text="Kapil Bhatia-05, Tejas Davada-09",
font='arial 16', fg='#000000', bg='#f6d2fc', height='5',
width='30').pack(side='bottom')
# INPUT AND OUTPUT TEXT
Input text = Text(root, font='arial 14', height=11,
fg='#000000', bg='#ffffff', wrap=tk.WORD, padx=5, pady=5,
width=30)
Input text.place (x=50, y=100)
Output text = Text(root, font='arial 14', height=11,
fg='#000000', bg='#ffffff', wrap=tk.WORD, padx=3, pady=3,
width=30)
```

```
Output text.place(x=600, y=100)
language = list(LANGUAGES.values())
src lang = ttk.Combobox(root, values=language, width=22)
src lang.place(x=20, y=60)
src lang.set('choose input language')
dest lang = ttk.Combobox(root, values=language, width=22)
dest lang.place(x=810, y=60)
dest lang.set('choose output language')
def Translate():
   translator = Translator()
   try:
        translated =
translator.translate(text=Input text.get(1.0, tk.END),
src=src lang.get(), dest=dest lang.get())
        Output text.delete(1.0, tk.END)
        Output text.insert(tk.END, translated.text)
    except AttributeError as e:
        Output text.delete(1.0, tk.END)
        Output text.insert(tk.END, "Translation failed. Please
try again later.")
        traceback.print exc()
trans btn = tk.Button(root, text='Translate', font='arial 12
bold', pady=5, command=Translate, fg='black', bg='#ffffff',
activebackground='white')
trans btn.place(x=455, y=180)
root.mainloop()
```

Output:







