PROJECT TITLE: ALARM CLOCK IN PYTHON

Language Used Python (GUI) Based Python version (Recommended) 2.x or 3.x

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In [1]:
         # Importing all the necessary modules
         from tkinter import *
         import winsound
         import datetime
         import time
In [2]:
         def alarm(set alarm timer):
             while True:
                 time.sleep(1)
                 current_time = datetime.datetime.now()
                 now = current_time.strftime("%H:%M:%S")
                 date = current time.strftime("%d/%m/%Y")
                 print("The Set Date is:",date)
                 print(now)
                 if now == set alarm timer:
                     print("Time to Wake up")
                 winsound.PlaySound("sound.wav", winsound.SND ASYNC)
                 break
         def actual time():
             set_alarm_timer = f"{hour.get()}:{min.get()}:{sec.get()}"
             alarm(set_alarm_timer)
In [ ]:
         clock = Tk()
         clock.title("Kiruthika's Alarm Clock")
         clock.geometry("400x200")
         time_format=Label(clock, text= "Enter time in 24 hour format!", fg="red",bg="black",fon
         time format2=Label(clock, text= "Have a good Sleep and start a fresh day!!!", fg="blue"
         addTime = Label(clock,text = "Hour Min Sec",font=60).place(x = 110)
         setYourAlarm = Label(clock,text = "REMIND ME!!!",fg="black",relief = "solid",font=("Hel
         # The Variables we require to set the alarm(initialization):
         hour = StringVar()
         min = StringVar()
         sec = StringVar()
         #Time required to set the alarm clock:
         hourTime= Entry(clock,textvariable = hour,bg = "orange",width = 15).place(x=110,y=30)
         minTime= Entry(clock,textvariable = min,bg = "orange",width = 15).place(x=150,y=30)
         secTime = Entry(clock,textvariable = sec,bg = "orange",width = 15).place(x=200,y=30)
         #To take the time input by user:
         submit = Button(clock,text = "Set Alarm",fg="red",width = 10,command = actual time).pla
         clock.mainloop()
         #Execution of the window.
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