from tkinter import \*

root=Tk()

root.geometry("500x500")

b1=Button(root,text="Click")

b1.pack()

m1=Message(root,text="Welcome !!")

m1.pack()

e1=Entry(root)

e1.pack()

r1=Radiobutton(root,text="Value 1",value=1)

r1.pack()

c1=Checkbutton(root,text="Hello")

c1.pack()

s1=Scale(root,from\_=1,to=100,orient=HORIZONTAL)

s1.pack(anchor=CENTER)

root.mainloop()

database:

import sqlite3

# Connecting to sqlite

# connection object

connection\_obj = sqlite3.connect('geek.db')

# cursor object

cursor\_obj = connection\_obj.cursor()

# Drop the GEEK table if already exists.

cursor\_obj.execute("DROP TABLE IF EXISTS GEEK")

# Creating table

table = """ CREATE TABLE GEEK (

Email VARCHAR(255) NOT NULL,

First\_Name CHAR(25) NOT NULL,

Last\_Name CHAR(25),

Score INT

); """

cursor\_obj.execute(table)

print("Table is Ready")

# Close the connection

connection\_obj.close()