* The **tkinter** library provides the necessary components to create a graphical user interface.
* **messagebox** module is used to display various types of message boxes.
* **PIL** (Python Imaging Library) is used to handle and display images.

(import tkinter as tk

from tkinter import messagebox

from PIL import ImageTk, Image)

* The **crust-kindom** class represents the main application.
* The **\_\_init\_\_** method is the constructor that initializes the root window and sets its title to 'Crust Kingdom'.
* It then calls the **create\_main\_window** method to create the main window of the application

(class PizzaOrderingSystem:

def \_\_init\_\_(self, root):

self.root = root

self.root.title('Crust Kingdom')

self.create\_main\_window())

* The **create main window** method is responsible for creating the main window of the application.
* It creates a frame (**main\_frame**) to hold the components.
* Loads an image and displays it using a label (**label\_img**).
* Displays a welcome message using a label.
* Creates two buttons: "Login to order" and "Exit" with respective command bindings.

( def create\_main\_window(self):

self.main\_frame = tk.Frame(self.root)

self.main\_frame.pack()

self.img = ImageTk.PhotoImage(Image.open("Pizza-3007395.jpg"))

self.label\_img = tk.Label(self.main\_frame, image=self.img)

self.label\_img.pack()

tk.Label(self.main\_frame, text="Welcome to Crust Kingdom").pack()

tk.Button(self.main\_frame, text='Login to order', command=self.login).pack()

tk.Button(self.main\_frame, text='Exit', command=self.root.destroy).pack())

* The **login** method is called when the "Login to order" button is clicked.
* It hides the main frame and creates a new frame (**login\_frame**) for the login page.
* Creates labels and entry fields for username and password.
* Adds two buttons: "Submit" and "Back" with respective command bindings.

( def login(self):

self.main\_frame.pack\_forget()

self.login\_frame = tk.Frame(self.root)

self.login\_frame.pack()

tk.Label(self.login\_frame, text="Username").pack()

self.username\_entry = tk.Entry(self.login\_frame)

self.username\_entry.pack()

tk.Label(self.login\_frame, text="Password").pack()

self.password\_entry = tk.Entry(self.login\_frame, show="\*")

self.password\_entry.pack()

tk.Button(self.login\_frame, text='Submit', command=self.check\_login).pack()

tk.Button(self.login\_frame, text='Back', command=self.go\_back).pack())

* The **check\_login** method is called when the "Submit" button is clicked on the login page.
* It retrieves the entered username and password from the entry fields.
* Compares the entered credentials with the correct credentials (currently "admin" and "password").
* If the credentials match, a success message is displayed, and the **home\_page** method is called.
* If the credentials do not match, an error message

( def check\_login(self):

username = self.username\_entry.get()

password = self.password\_entry.get()

correct\_username = "admin"

correct\_password = "password"

if username == correct\_username and password == correct\_password:

messagebox.showinfo("Success", "Logged in successfully!")

self.login\_frame.pack\_forget()

self.home\_page()

else:

messagebox.showerror("Error", "Incorrect username or password."))