Animal_Taxonamy_Ctk_Main.py

```
from customtkinter import *
 1
 2
    from subprocess import call
 3
    from PIL import Image
 4
    import os
 5
    import sqlite3
    from tkinter import messagebox
 6
 7
    from Global Config import *
 8
9
    root = CTk()
10
11
    global glb_color_1, glb_color_2, glb_color_3
12
13
    glb color 1 = "darkorchid2"# #FFC125 #FFCC70
    glb_color_2 = "dodgerblue3"
14
15
    glb color 3 = "#308014"# darkorchid2, #308014 #c850c0
16
17
    centreScreen(root, root, 600, 600)
18
    root.title("Animal Taxonomy")
19
    root.maxsize(width = 600, height = 600)
20
21
    root.iconbitmap(r"icon/favicon6.ico")
22
    set appearance mode("Dark")
23
24
    con = sqlite3.connect("Animal_Taxonomy_Db.db")
25
    cur = con.cursor()
26
27
    global glb_current_working_directory
28
    glb_current_working_directory = os.path.dirname(os.path.realpath(__file__))
29
30
    def validation():
31
        username = username_entry.get()
        password = password_entry.get()
32
        if username == "" or password == "":
33
34
                error_label = CTkLabel(login_frame, text = "Username or password is wrong", font
    = ("Bradley Hand ITC" , 15, "italic", "bold"), text_color = "red")
35
                error label.place(x = 75, y = 170)
36
                def refresh():
37
                    error_label.destroy()
38
                error_label.after(3000, refresh)
39
40
            # username_entry.configure(border_color = "red")
            # password entry.configure(border color = "red")
41
        else :
42
            tmp gry = "SELECT Username, Password FROM User details WHERE Username = '"+username+"
43
     AND Password = '"+password+"' AND Active = 1"
44
            cur.execute(tmp gry)
45
            row = cur.fetchone()
46
            if row :
47
                def admin_console():
                    login.destroy()
48
                    call(["python", glb current working directory + "
49
    /Animal Taxonomy CTk Admin Console.py"])
50
                admin console()
51
            else:
```

```
error_label = CTkLabel(login_frame, text = "Username or password is wrong", font
 52
    = ("Bradley Hand ITC" , 15, "italic", "bold"), text_color = "red")
                 error label.place(x = 75, y = 170)
53
 54
                 def refresh():
55
                     error_label.destroy()
                 error label.after(3000, refresh)
56
57
    welcome text = "WELCOME"
58
59
60
    def redirect_to_user(_isadmin = False):
         if isadmin:
61
62
             login text = "LOGIN"
 63
             global login
             login = CTk()
64
 65
             login.iconbitmap(r"icon/favicon6.ico")
             centreScreen(login, root,400,200)
66
67
             login.title("Admin Login")
             login.maxsize(width = 400, height = 200)
68
69
70
             global login_frame
             login_frame = CTkFrame(login, border_color = glb_color_1, border_width = 2, width =
71
     400, height = 200)
72
             login frame.pack()
 73
74
             login label = CTkLabel(login frame, text = login text, font = ("Bradley Hand ITC" ,
    40, "italic", "bold"), text_color = glb_color_3)
75
             login_label.place(x = 130, y = 5)
76
77
             username_label = CTkLabel(login_frame, text = "Username :-", font = ("Bradley Hand
    ITC" , 20, "italic", "bold"), text_color = glb_color_2)
78
             username_label.place(x = 15, y = 70)
79
80
             global username_entry
             username_entry = CTkEntry(login_frame, text_color = glb_color_3, width = 200)
81
82
             username entry.place(x = 170, y = 70)
83
             password_label = CTkLabel(login_frame, text = "Password:-", font = ("Bradley Hand
84
     ITC" , 20, "italic", "bold"), text_color = glb_color_2)
85
             password label.place(x = 15, y = 110)
86
87
             global password_entry
             password_entry = CTkEntry(login_frame, show = "*", text_color = glb_color_3, width =
88
     200)
89
             password entry.place(x = 170, y = 110)
90
             submit btn = CTkButton(login frame, height = 15, text = "Submit", fg color =
91
    glb color 2, hover color = glb color 3, corner radius = 35,
92
                                     command = lambda: validation())
             submit btn.place(x = 45, y = 150)
93
94
95
             def back_to_main_console():
96
                 login.destroy()
97
                 call(["python", glb current working directory + "/Animal Taxonamy Ctk Main.py"])
98
99
             cancel btn = CTkButton(login frame, height = 15, text = "Back", fg color =
    glb_color_2,hover_color = glb_color_3,corner_radius = 35,
100
                                     command = lambda: (back to main console()))
101
             cancel btn.place(x = 210, y = 150)
```

```
102
103
             root.destroy()
104
             login.mainloop()
105
106
         else:
107
             def guest_console():
108
                  root.destroy()
109
                  call(["python", glb_current_working_directory + "
     /Animal_Taxonomy_CTk_Guest_Console.py"])
110
             guest console()
111
     content frame = CTkFrame(root, border color = glb color 1, border width = 2, width = 600,
112
     height = 600)
113
     welcome message = CTkLabel(content frame, text = welcome text, font = ("Brush Script MT" ,
114
     50, "italic" ))
     welcome message.place(x = (600/2-len(welcome text))/(2)-100, y = 200)
115
116
     welcome_message = CTkLabel(content_frame, text = "To the world of animals", font = ("Brush
Script MT" , 18, "italic" ))
117
118
     welcome message.place(x = (600/2-len(welcome text))/(2)-50, y = 280)
119
120
     guest_mode_btn = CTkButton(content_frame, text = "View As A Guest...", fg_color =
     glb_color_2,hover_color = glb_color_3,corner_radius = 35,
121
                                     width = 240, command = lambda :(redirect to user()))
     guest mode btn.place(x = 45, y = 330)
122
123
     admin_mode_btn = CTkButton(content_frame, text = "View As An Admin...", fg_color =
124
     glb_color_2,hover_color = glb_color_3,corner_radius = 35,
125
                                      width = 240,command = lambda :(redirect to user(True)))
     admin mode btn.place(x = 320, y = 330)
126
127
128
     content frame.place(x = 0, y = 0)
129
130
     root.mainloop()
```