```
from tkinter import messagebox
wn=Tk()
wn.geometry('2000x2000')
wn.title('BMI CALCI')
height=Label(wn,text='ENTER YOUR HEIGHT IN CM:').grid(row=0,column=0,sticky=W)
hg=IntVar()
hent=Entry(wn,text=hg,font=('calibri',15)).grid(row=0,column=1,sticky=W)
weight=Label(wn,text='ENTER YOUR WEIGHT IN KG:').grid(row=1,column=0,sticky=W)
wg=IntVar()
weightent=Entry(wn,text=wg,font=('calibri',15)).grid(row=1,column=1,sticky=W)
def about():
 messagebox.showinfo("ABOUT","This Is a BMI calculator to find your body level")
  return
def calculate():
  hhg=hg.get()
  wwg=wg.get()
  ans=wwg/hhg
  if hhg and wwg==0:
   Label(wn,text="OOPS! please check and enter the correct
values",fg="green",font=('calibri',15)).grid(row=4,column=0,sticky=W)
```

from tkinter import *

```
elif hhg and wwg>=1:
    Label(wn,text='Your BMI Result:',fg='green',font=('calibri',15)).grid(row=3,column=0,sticky=W)
    Label(wn,text=ans,fg='black',font=('calibri',15)).grid(row=3,column=1,sticky=W)
  else:
    Label(wn,text='Check The Value',fg='green',font=('calibri',15)).grid(row=5,column=0,sticky=W)
  if ans>=25.0:
    Label(wn,text="You're In Difficult
Stage",fg='green',font=('calibri',15)).grid(row=6,column=0,sticky=W)
  else:
    Label(wn,text='You Are In Normal
Stage',fg='green',font=('calibri',15)).grid(row=7,column=0,sticky=W)
  return
def quit():
  wn.destroy()
  return
Button(wn,text='CALCULATE',command=calculate).grid(row=2,column=0,sticky=W)
Button(wn, text='EXIT', command=quit, width=10). grid(row=2, column=1, sticky=W)
Button(wn,text="ABOUT",command=about,width=10).grid(row=3,column=1,sticky=W)
def ex():
  tn.destroy()
  return
```

