</ Spell correction GUI using python />

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Here is the presentation begins

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</ Introduction

/> **

Python offers multiple options for developing a GUI (Graphical User Interface). Out of all the GUI methods, Tkinter is the most commonly used method. Python with Tkinter outputs the fastest and easiest way to create GUI applications.

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</ Importing the module

Creating a spell correction GUI in Python can be done using various libraries and tools. One popular library for spell correction is textblob. Additionally, you can use a GUI library like tkinter to build the graphical user interface.

```
pip install tkinter
pip install textblob
```

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</ Program

```
from tkinter import *
from textblob import TextBlob

# Function to clear both the text entry boxes


def clearAll():

          # whole content of text entry area is deleted
          word1_field.delete(0, END)
          word2_field.delete(0, END)
```

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```
# Function to get a corrected word


def correction():

          # get a content from entry box
          input_word = word1_field.get()

          # create a TextBlob object
          blob_obj = TextBlob(input_word)

          # get a corrected word
          corrected_word = str(blob_obj.correct())

          # insert method inserting the
          # value in the text entry box.
          word2_field.insert(10, corrected_word)
```

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```
# Driver code
if __name__ == "__main__":

        # Create a GUI window
        root = Tk()

        # Set the background colour of GUI window
        root.configure(background='light green')

        # Set the configuration of GUI window (WidthxHeight)
        root.geometry("400x150")

        # set the name of tkinter GUI window
        root.title("Spell Corrector")

        # Create Welcome to Spell Corrector Application: label
        headlabel = Label(root, text='Welcome to Spell Corrector Application',
                                                fg='black', bg="red")
```

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```
# Create a "Input Word": label
label1 = Label(root, text="Input Word",
                                fg='black', bg='dark green')

# Create a "Corrected Word": label
label2 = Label(root, text="Corrected Word",
                                fg='black', bg='dark green')

# grid method is used for placing
# the widgets at respective positions
# in table like structure .
# padx keyword argument used to set padding along x-axis .
headlabel.grid(row=0, column=1)
label1.grid(row=1, column=0)
label2.grid(row=3, column=0, padx=10)

# Create a text entry box
# for filling or typing the information.
word1_field = Entry()
word2_field = Entry()
```

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```
# padx keyword argument used to set padding along x-axis .
# pady keyword argument used to set padding along y-axis .
word1_field.grid(row=1, column=1, padx=10, pady=10)
word2_field.grid(row=3, column=1, padx=10, pady=10)

# Create a Correction Button and attached
# with correction function
button1 = Button(root, text="Correction", bg="red", fg="black",
                                          command=correction)

button1.grid(row=2, column=1)

# Create a Clear Button and attached
# with clearAll function
button2 = Button(root, text="Clear", bg="red",
                                         fg="black", command=clearAll)

button2.grid(row=4, column=1)

# Start the GUI
root.mainloop()
```

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</ Code Explanation

{1} Creates a Window

The code creates a window object called root and sets its background color to light green. The window's width and height are Set according to user preference,Finally the window's title is set to "Spell Corrector"

{2} clearAll[]

To create a user define function clears both the text entry boxes onscreen
The word1_field object is first deleted from 0 to END , and then word2_field is deleted from 0 to END.

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</ Code Explanation

{3} correction()

This function gets a content from input_word , which was entered into one of the text entry boxes earlier using keyboard input.

{4} corrected_word

The corrected_word variable will be used later in this function to insert the correct word into word2_field

{5} Insertion method

The insertion method for word2_field is then invoked using keyword argument 10. This argument specifies that corrected_word should be inserted at position 10 inside of word2_field .

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{Output}

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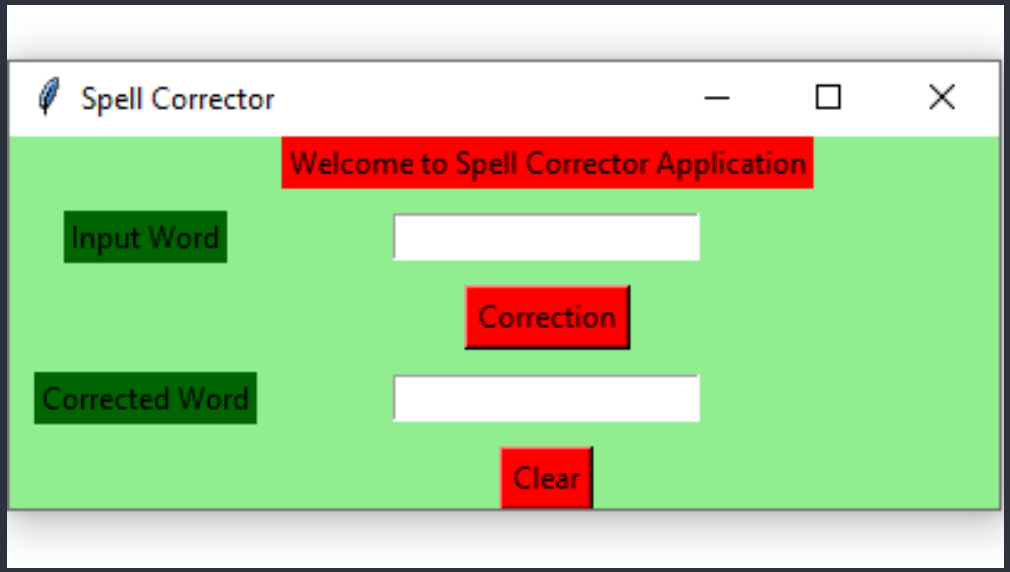

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</ Thank you />

- S ASWIN RAJ
- HEMANTH M
- GURRALA RAM CHANDRIKA
- NITHYANANDAM K
- DANDA AJAY

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