In [4]:

```
import tkinter as tk
import random
import string

window = tk.Tk()
window.title("Password Generator")
window.geometry("400x300")

password_label = tk.Label(window, text="Your password:", font=("Arial", 16))
password_label.pack(pady=20)

password_text = tk.Text(window, height=2, width=20, font=("Arial", 16))
password_text.pack()

def generate_password():
    length = length_var.get()
    complexity = complexity_var.get()

    if complexity == "Low":
        chars = string.ascii_lowercase
    elif complexity == "Medium":
        chars = string.ascii_lowercase + string.ascii_uppercase
    elif complexity == "High":
        chars = string.ascii_lowercase + string.ascii_uppercase + string.digits
    else:
        chars = string.ascii_lowercase + string.ascii_uppercase + string.digits + string.punctuation


    password = "".join(random.choices(chars, k=length))


    password_text.delete("1.0", tk.END)


    password_text.insert(tk.END, password)


length_label = tk.Label(window, text="Length:", font=("Arial", 12))
length_label.pack()


length_var = tk.IntVar()
length_var.set(8)


length_options = [8, 10, 12, 14, 16]
length_menu = tk.OptionMenu(window, length_var, *length_options)
length_menu.pack()


complexity_label = tk.Label(window, text="Complexity:", font=("Arial", 12))
complexity_label.pack()


complexity_var = tk.StringVar()
complexity_var.set("Low")


complexity_options = ["Low", "Medium", "High", "Very High"]
complexity_menu = tk.OptionMenu(window, complexity_var, *complexity_options)
complexity_menu.pack()


generate_button = tk.Button(window, text="Generate", command=generate_password)
generate_button.pack(pady=10)


close_button = tk.Button(window, text="Close", command=window.destroy)
close_button.pack(pady=10)


window.mainloop()
```

In [ ]: