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#1. Image converter app
import tkinter as tk
from tkinter import filedialog
from tkinter import messagebox
from PIL import Image

root = tk.Tk()

canvas1 = tk.Canvas(root, width=550, height=550, bg='gray95', relief='raised')
canvas1.pack()

label1 = tk.Label(root, text='Image Conversion From JPEG To PNG')
label1.config(font=('helvetica', 20))
canvas1.create_window(250,40, window=label1)

def getJPG():
    global im1

    import_file_path = filedialog.askopenfilename()
    im1 = Image.open(import_file_path)

browseButton_JPG = tk.Button(text="      Import JPG File      ", command=getJPG, bg='royalblue', fg='white',
                             font=('helvetica', 12, 'bold'))
canvas1.create_window(250, 200, window=browseButton_JPG)

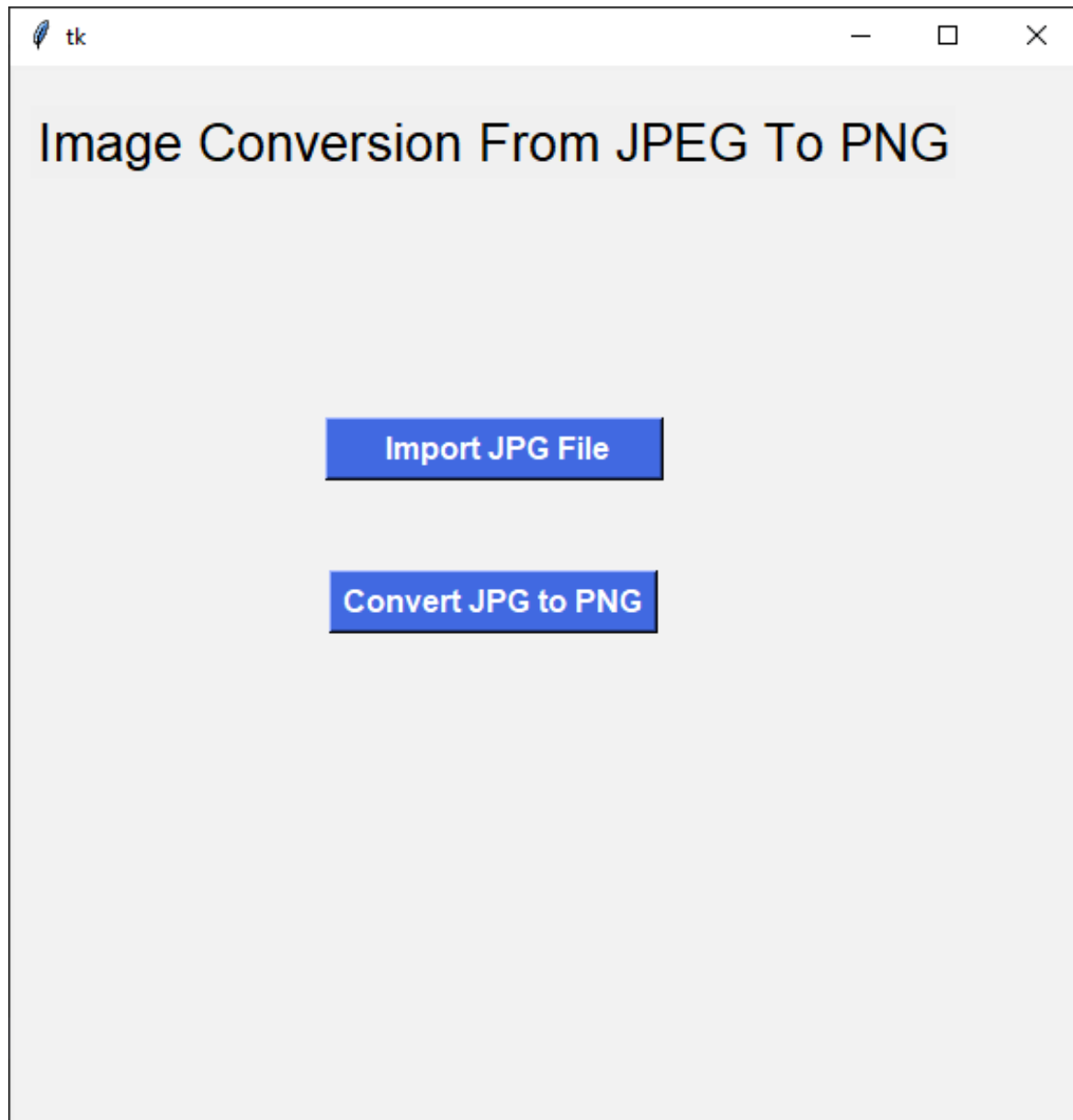
def convertToPNG():
    global im1

    export_file_path = filedialog.asksaveasfilename(defaultextension='.png')
    im1.save(export_file_path)

saveAsButton_PNG = tk.Button(text='Convert JPG to PNG', command=convertToPNG, bg='royalblue', fg='white',
                             font=('helvetica', 12, 'bold'))
canvas1.create_window(250, 280, window=saveAsButton_PNG)

root.mainloop()
```

Output: -



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#2. Weather App
import pyowm
from tkinter import *

def omw() :
    api_key = "31688f276119b3907a13f19e4cf7c6b9"
    owm_obj=pyowm.OWM(api_key)

    city_name = city_f.get()
    obs_obj=owm_obj.weather_at_place(city_name)
    weather=obs_obj.get_weather()

    temp = weather.get_temperature('celsius')['temp']
    humidity = weather.get_humidity()
    description = weather.get_detailed_status()

    temp_f.insert(15, str(temp)+ " Celcius " )
    humid_f.insert(15, str(humidity) + " %")
    desc_f.insert(10, str(description) )

def clear() :
    city_f.delete(0, END)
    temp_f.delete(0, END)
    humid_f.delete(0, END)
    desc_f.delete(0, END)

#Driver code
root = Tk()
root.title("Weather")
root.configure()
root.geometry("500x480")

label = Label(root, text = "Weather Script" )
label1 = Label(root, text = "Enter the City :")
label2 = Label(root, text = "Temperature :")
label3 = Label(root, text = "Humidity :")
label4 = Label(root, text = "Description :")

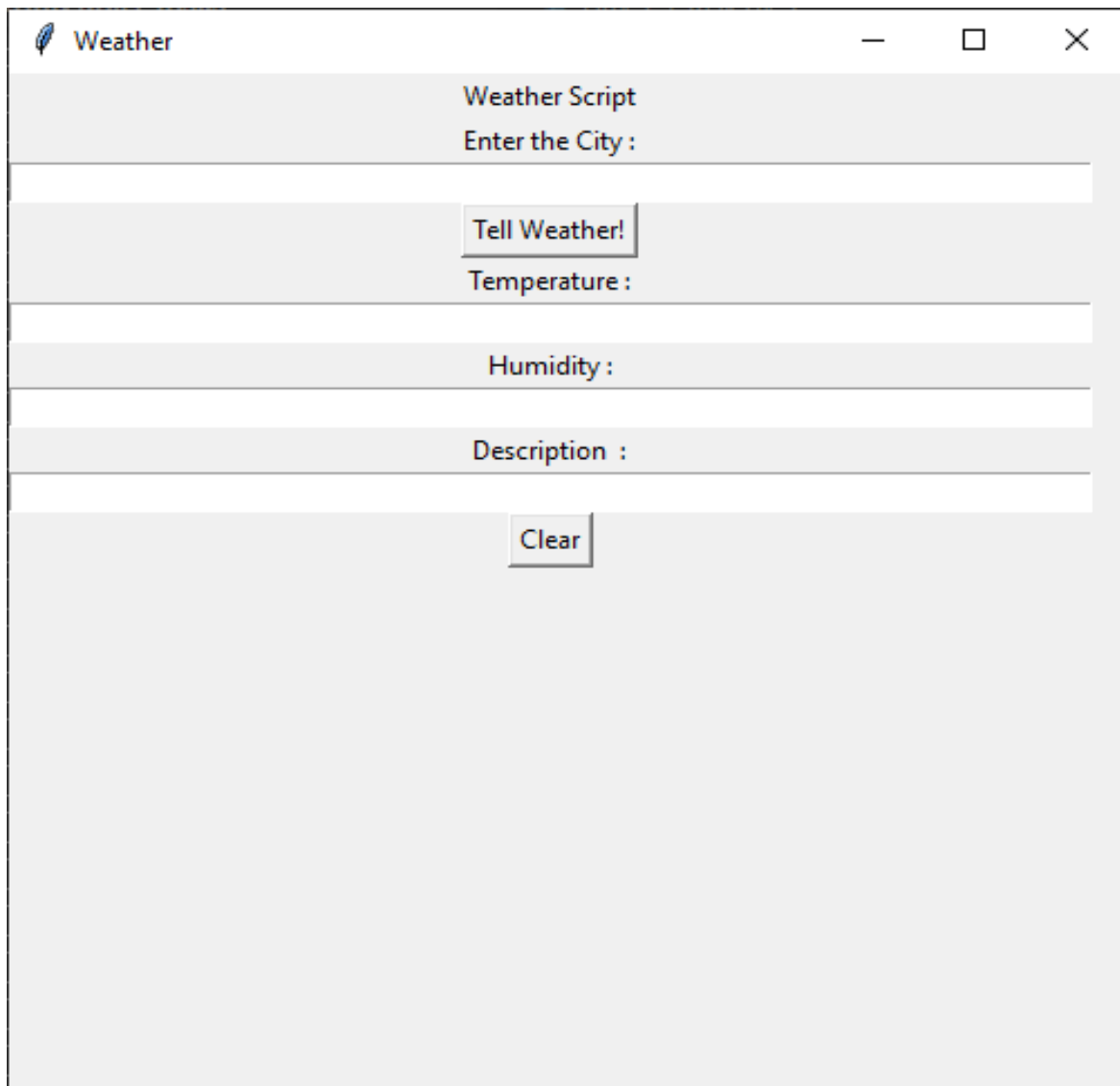
city_f = Entry(root)
temp_f = Entry(root)
humid_f = Entry(root)
desc_f = Entry(root)

b1 = Button(root, text = "Tell Weather!", command = omw)
b2 = Button(root, text = "Clear", command = clear)
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label.grid(row = 0, column = 2)
label1.grid(row = 2, column = 2)
label2.grid(row = 5, column = 2)
label3.grid(row = 7, column = 2)
label4.grid(row = 9, column = 2)
city_f.grid(row = 3, column = 2, ipadx = "180")
temp_f.grid(row = 6, column = 2, ipadx = "180")
humid_f.grid(row = 8, column = 2, ipadx = "180")
desc_f.grid(row = 10, column = 2, ipadx = "180")
b1.grid(row = 4, column = 2)
b2.grid(row = 11, column = 2)

root.mainloop()
```

Output: -



The screenshot shows a Tkinter window titled "Weather" with a standard macOS-style title bar (minimize, maximize, close buttons). The window contains a light gray background with the following elements:

- A label "Weather Script" at the top center.
- A label "Enter the City :" below it.
- A text input field for the city name.
- A button labeled "Tell Weather!" below the input field.
- A label "Temperature :" below the button.
- A text input field for the temperature.
- A label "Humidity :" below the temperature input field.
- A text input field for the humidity.
- A label "Description :" below the humidity input field.
- A text input field for the description.
- A button labeled "Clear" at the bottom center.

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#3. Merger pdf App
import tkinter as tk
from tkinter.filedialog import askopenfilename
from PyPDF2 import PdfFileMerger, PdfFileReader
from pathlib import Path

filelist = []

# initiate merger Object
merger = PdfFileMerger()

def open_file(files):
    filepath = askopenfilename(
        filetypes=[("PDF Files", "*.pdf"), ("All Files", "*..*")]
    )
    if not(filepath and Path(filepath).exists()):
        return
    files.append(filepath)
    # list out all filenames
    lbl_items["text"] = '\n'.join(str(f) for f in files)
    if len(files) >= 2 and btn_merge['state'] == "disabled":
        btn_merge["state"] = "normal"

def merge_pdfs(files):
    for f in files:
        merger.append(PdfFileReader(open(f, "rb")))

    output_filename = ent_output_name.get()

    if not output_filename:
        output_filename = "Untitled.pdf"
    elif ".pdf" not in output_filename:
        output_filename += ".pdf"
    merger.write(output_filename)

# create desktop GUI
window = tk.Tk()
window.title("PDFMerger Tk")
window.geometry("500x500")
# not allowed resizing x y direction
window.resizable(0,0)

# --- Ask open files ---
fr_bg1 = tk.Frame(window, bd=3)
lbl_open = tk.Label(fr_bg1, text="Please choose PDFs to join: (2 and above)")
```

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lbl_open.grid(row=0, column=0, sticky="ew", padx=5, pady=5)

btn_open = tk.Button(fr_bg1, text="Open file",bg='royalblue', fg='white',font=('h
elvetica', 12, 'bold') ,
                    command=lambda: open_file(filelist))
btn_open.grid(row=1, column=0, sticky="ew", padx=5)
lbl_items = tk.Label(fr_bg1, text="")
lbl_items.grid(row=2, column=0, pady=5)
fr_bg1.pack()

# --- Button to merge PDFs ---
fr_bg2 = tk.Frame(window, bd=3)
lbl_to_merge = tk.Label(fr_bg2, text="Merge selected files (in PDF)")
lbl_to_merge.grid(row=0, column=0, sticky="ew", padx="5", pady="5")

ent_output_name = tk.Entry(master=fr_bg2, width=7)
ent_output_name.grid(row=1, column=0, sticky="ew")

btn_merge = tk.Button(fr_bg2,bg='royalblue',font=('helvetica', 12, 'bold') ,
                    text="Merge PDF",
                    state="disabled",
                    command=lambda: merge_pdfs(filelist))
btn_merge.grid(row=2, column=0, sticky="ew", padx=5, pady=5)
fr_bg2.pack()

btn_exit = tk.Button(window, text="Exit", command=window.destroy, bd=2, bg='royal
blue', fg='black',font=('helvetica', 12, 'bold') ,)
btn_exit.pack(side=tk.BOTTOM, fill=tk.BOTH, expand=tk.FALSE)

if __name__ == "__main__":
    window.mainloop()
```

Output: -

