from tkinter import \*

from tkinter import messagebox

def reset\_entry():

age\_tf.delete(0,'end')

height\_tf.delete(0,'end')

weight\_tf.delete(0,'end')

def calculate\_bmi():

kg = int(weight\_tf.get())

m = int(height\_tf.get())/100

bmi = kg/(m\*m)

bmi = round(bmi, 1)

bmi\_index(bmi)

def bmi\_index(bmi):

if bmi < 18.5:

messagebox.showinfo('bmi-pythonguides', f'BMI = {bmi} is Underweight')

elif (bmi > 18.5) and (bmi < 24.9):

messagebox.showinfo('bmi-pythonguides', f'BMI = {bmi} is Normal')

elif (bmi > 24.9) and (bmi < 29.9):

messagebox.showinfo('bmi-pythonguides', f'BMI = {bmi} is Overweight')

elif (bmi > 29.9):

messagebox.showinfo('bmi-pythonguides', f'BMI = {bmi} is Obesity')

else:

messagebox.showerror('bmi-pythonguides', 'something went wrong!')

ws = Tk()

ws.title('PythonGuides')

ws.geometry('400x300')

ws.config(bg='#686e70')

var = IntVar()

frame = Frame(

ws,

padx=10,

pady=10

)

frame.pack(expand=True)

age\_lb = Label(

frame,

text="Enter Age (2 - 100)"

)

age\_lb.grid(row=1, column=1)

age\_tf = Entry(

frame,

)

age\_tf.grid(row=1, column=2, pady=5)

gen\_lb = Label(

frame,

text='Select Gender'

)

gen\_lb.grid(row=2, column=1)

frame2 = Frame(

frame

)

frame2.grid(row=2, column=2, pady=5)

male\_rb = Radiobutton(

frame2,

text = 'Male',

variable = var,

value = 1

)

male\_rb.pack(side=LEFT)

female\_rb = Radiobutton(

frame2,

text = 'Female',

variable = var,

value = 2

)

female\_rb.pack(side=RIGHT)

height\_lb = Label(

frame,

text="Enter Height (cm) "

)

height\_lb.grid(row=3, column=1)

weight\_lb = Label(

frame,

text="Enter Weight (kg) ",

)

weight\_lb.grid(row=4, column=1)

height\_tf = Entry(

frame,

)

height\_tf.grid(row=3, column=2, pady=5)

weight\_tf = Entry(

frame,

)

weight\_tf.grid(row=4, column=2, pady=5)

frame3 = Frame(

frame

)

frame3.grid(row=5, columnspan=3, pady=10)

cal\_btn = Button(

frame3,

text='Calculate',

command=calculate\_bmi

)

cal\_btn.pack(side=LEFT)

reset\_btn = Button(

frame3,

text='Reset',

command=reset\_entry

)

reset\_btn.pack(side=LEFT)

exit\_btn = Button(

frame3,

text='Exit',

command=lambda:ws.destroy()

)

exit\_btn.pack(side=RIGHT)

ws.mainloop()