

```
File Edit Format View Help
from tkinter import *
import webbrowser
I

root=Tk()
root.geometry("900x900")
root.title("legends sports wear")
root.config(bg="light pink")

def sport():
    webbrowser.open("www.legendssports.com")
Button(root,text="LEGEND'S SPORTS WEAR",command=sport,fg="white",bg="blue",relief=FLAT,padx=100,pady=30).pack()

def cricket():
    cricket=Tk()
    cricket.geometry("900x900")
    cricket.title("Cricket Accessories")
    cricket.config(bg="light pink")

    var1=StringVar(cricket)
    C1=Checkbutton(cricket,text="Bats",variable=var1,onvalue="Bats",offvalue="",fg="blue",bg="yellow",padx=26,pady=10)
    C1.pack(pady=30)
    C1.deselect()
    var2=StringVar(cricket)
    C2=Checkbutton(cricket,text="Ball",variable=var2,onvalue="Ball",offvalue="",fg="blue",bg="yellow",padx=26,pady=10)
    C2.pack()
    C2.deselect()
    var3=StringVar(cricket)
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R2.deselect()
var3=StringVar(volleyball)
R3=Checkbutton(volleyball,text="Shoes",variable=var3,onvalue="Shoes",offvalue="",fg="blue",bg="yellow",padx=30,pady=10)
R3.pack(pady=30)
R3.deselect()
def show3():
    show3=Tk()
    r1=Label(show3,text="Your Order has been placed !!!").pack()
    r2=Label(show3,text=var1.get()).pack()
    r3=Label(show3,text=var2.get()).pack()
    Button(show3,text=var3.get()).pack()
    Button(volleyball,text="Back",command=volleyball.destroy,padx=70,pady=20,fg="white",bg="blue").pack(pady=40)
    Button(volleyball,text="Confirm and place order",command=show3,padx=20,pady=20,fg="white",bg="blue").pack()
b4=Button(root,text="VOLLEYBALL ACCESSORIES",fg="white",bg="green",padx=13,pady=10,command=volleyball)
b4.pack()

def carrom():
    carrom=Tk()
    var1=StringVar(carrom)
    S1=Checkbutton(carrom,text="Carrom Board",variable=var1,onvalue="Carrom Board",offvalue="",fg="blue",bg="yellow",padx=28,pady=10)
    S1.pack(pady=30)
    S1.deselect()
    var2=StringVar(carrom)
    S2=Checkbutton(carrom,text="Carrom Coins",variable=var2,onvalue="Carrom Coins",offvalue="",fg="blue",bg="yellow",padx=26,pady=10)
    S2.pack()
    S2.deselect()
    var3=StringVar(carrom)
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var3=StringVar(cricket)
C3=Checkbutton(cricket,text="Gloves",variable=var3,onvalue="Gloves",offvalue="",fg="blue",bg="yellow",padx=20,pady=10)
C3.pack(pady=30)
C3.deselect()
var4=StringVar(cricket)
C4=Checkbutton(cricket,text="Helmets",variable=var4,onvalue="Helmets",offvalue="",fg="blue",bg="yellow",padx=16,pady=10)
C4.pack()
C4.deselect()
var6=StringVar(cricket)
C6=Checkbutton(cricket,text="Thigh Pads",variable=var6,onvalue="Thigh Pads",offvalue="",fg="blue",bg="yellow",padx=12,pady=10)
C6.pack(pady=30)
C6.deselect()
var7=StringVar(cricket)
C7=Checkbutton(cricket,text="Cricket Pads",variable=var7,onvalue="Cricket Pads",offvalue="",fg="blue",bg="yellow",padx=12,pady=10)
C7.pack()
C7.deselect()

def show():
    show=Tk()
    show.geometry("900x900")
    show.title("order placed")
    show.config(bg="light pink")

L=Label(show,text="Your Order has been placed !!!").pack()
L1=Label(show,text=var1.get()).pack()
L2=Label(show,text=var2.get()).pack()
L3=Label(show,text=var3.get()).pack()
L4=Label(show,text=var4.get()).pack()
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L4=Label(show,text=var4.get()).pack()
L6=Label(show,text=var6.get()).pack()
L7=Label(show,text=var7.get()).pack()
Button(cricket,text="Back",command=cricket.destroy,padx=70,pady=20,fg="white",bg="blue").pack(pady=40)
Button(cricket,text="Confirm and place order",command=show,padx=20,pady=20,fg="white",bg="blue").pack()
b1=Button(root,text="CRICKET ACCESSORIES",fg="white",bg="green",padx=16,pady=10,command=cricket)
b1.pack(pady=30)

def football():
    football=Tk()
    var1=StringVar(football)
    c1=Checkbutton(football,text="Football",variable=var1,onvalue="Football",offvalue="",fg="blue",bg="yellow",padx=16,pady=10)
    c1.pack(pady=30)
    c1.deselect()
    var2=StringVar(football)
    c2=Checkbutton(football,text="Shoes",variable=var2,onvalue="Shoes",offvalue="",fg="blue",bg="yellow",padx=20,pady=10)
    c2.pack()
    c2.deselect()
    var3=StringVar(football)
    c3=Checkbutton(football,text="Gloves",variable=var3,onvalue="Gloves",offvalue="",fg="blue",bg="yellow",padx=20,pady=10)
    c3.pack(pady=30)
    c3.deselect()
    var4=StringVar(football)
    c4=Checkbutton(football,text="Nets",variable=var4,onvalue="Nets",offvalue="",fg="blue",bg="yellow",padx=26,pady=10)
    c4.pack()
    c4.deselect()
```

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```
c4.deselect()
def show1():
    show1=Tk()
    l=Label(show1,text="Your Order has been placed !!!").pack()
    l1=Label(show1,text=var1.get()).pack()
    l2=Label(show1,text=var2.get()).pack()
    l3=Label(show1,text=var3.get()).pack()
    l4=Label(show1,text=var4.get()).pack()
    Button(football,text="Back",command=football.destroy,padx=70,pady=20,fg="white",bg="blue").pack(pady=40)
    Button(football,text="Confirm and place order",command=show1,padx=20,pady=20,fg="white",bg="blue").pack()
b2=Button(root,text="FOOTBALL ACCESSORIES",fg="white",bg="green",padx=13,pady=10,command=football)
b2.pack()

def badminton():
    badminton=Tk()
    var1=StringVar(badminton)
    A1=Checkbutton(badminton,text="Badminton",variable=var1,onvalue="Badminton",offvalue="",fg="blue",bg="yellow",padx=20,pady=10)
    A1.pack(pady=30)
    A1.deselect()
    var2=StringVar(badminton)
    A2=Checkbutton(badminton,text="Shuttlecock",variable=var2,onvalue="Shuttlecock",offvalue="",fg="blue",bg="yellow",padx=20,pady=10)
    A2.pack()
    A2.deselect()
    var3=StringVar(badminton)
    A3=Checkbutton(badminton,text="Shoes",variable=var3,onvalue="Shoes",offvalue="",fg="blue",bg="yellow",padx=30,pady=10)
    A3.pack(pady=30)
    A3.deselect()
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A3.deselect()
var4=StringVar(badminton)
A4=Checkbutton(badminton,text="Nets",variable=var4,onvalue="Nets",offvalue="",fg="blue",bg="yellow",padx=34,pady=10)
A4.pack()
A4.deselect()
def show2():
    show2=Tk()
    a=Label(show2,text="Your Order has been placed !!!").pack()
    a1=Label(show2,text=var1.get()).pack()
    a2=Label(show2,text=var2.get()).pack()
    a3=Label(show2,text=var3.get()).pack()
    a4=Label(show2,text=var4.get()).pack()
Button(badminton,text="Back",command=badminton.destroy,padx=70,pady=20,fg="white",bg="blue").pack(pady=40)
Button(badminton,text="Confirm and place order",command=show2,padx=20,pady=20,fg="white",bg="blue").pack()
b3=Button(root,text="BADMINTON ACCESSORIES",fg="white",bg="green",padx=10,pady=10,command=badminton)
b3.pack(pady=30)

def volleyball():
    volleyball=Tk()
    var1=StringVar(volleyball)
    R1=Checkbutton(volleyball,text="Volleyball",variable=var1,onvalue="Volleyball",offvalue="",fg="blue",bg="yellow",padx=16,pady=10)
    R1.pack(pady=30)
    R1.deselect()
    var2=StringVar(volleyball)
    R2=Checkbutton(volleyball,text="Nets",variable=var2,onvalue="Nets",offvalue="",fg="blue",bg="yellow",padx=30,pady=10)
    R2.pack()
    R2.deselect()

```

```
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def carrom():
    carrom=Tk()
    var1=StringVar(carrom)
    S1=Checkbutton(carrom,text="Carrom Board",variable=var1,onvalue="Carrom Board",offvalue="",fg="blue",bg="yellow",padx=28,pady=10)
    S1.pack(pady=30)
    S1.deselect()
    var2=StringVar(carrom)
    S2=Checkbutton(carrom,text="Carrom Coins",variable=var2,onvalue="Carrom Coins",offvalue="",fg="blue",bg="yellow",padx=26,pady=10)
    S2.pack()
    S2.deselect()
    var3=StringVar(carrom)
    S3=Checkbutton(carrom,text="Carrom Powder",variable=var3,onvalue="Carrom Powder",offvalue="",fg="blue",bg="yellow",padx=20,pady=10)
    S3.pack(pady=30)
    S3.deselect()
    def show4():
        show4=Tk()
        s=Label(show4,text="Your Order has been placed !!!").pack()
        s1=Label(show4,text=var1.get()).pack()
        s2=Label(show4,text=var2.get()).pack()
        s3=Label(show4,text=var3.get()).pack()
        Button(carrom,text="Back",command=carrom.destroy,padx=70,pady=20,fg="white",bg="blue").pack(pady=40)
        Button(carrom,text="Confirm and place order",command=show4,padx=20,pady=20,fg="white",bg="blue").pack()
    b6=Button(root,text="CARROM ACCESSORIES",fg="white",bg="green",padx=20,pady=10,command=carrom)
    b6.pack(pady=30)
root.mainloop()
```

legends sports wear

LEGEND'S SPORTS WEAR

CRICKET ACCESSORIES

FOOTBALL ACCESSORIES

BADMINTON ACCESSORIES

VOLLEYBALL ACCESSORIES

CARROM ACCESSORIES



Bats

Ball

Gloves

Helmets

Thigh Pads

Cricket Pads

Back

Confirm and place order

order placed

Your Order has been placed !!!

Bats

Ball

Gloves

Helmets

Thigh Pads

Cricket Pads

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```
import sqlite3
import random

#Creating Connection To Database
con = sqlite3.connect("employee.db")

#Creating Cursor Object
c = con.cursor()

#Creating Table Once Only and Then Comment It So As To Avoid Error
'''c.execute('''CREATE TABLE Employees(
    name TEXT,
    id INTEGER,
    address TEXT,
    contact INTEGER,
    email TEXT)'''')'''

#Asking User To Enter Choice
print("Please Enter Your Choice:")
print("1.Register Yourself\t2.See Yourself")
check = int(input())
if(check == 1):
    con = sqlite3.connect("employee.db")
    c = con.cursor()

    id = random.randrange(100,100000000)
    print("Your Auto Generated Employee Id:",id)
    print("#Note: This is Id Auto Generated and Unique..")
```

```
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print("#Note: This is Id Auto Generated and Unique.")
#Taking Inputs from The User
name = input("Enter Employee Name:")
add = input("Enter your Address:")
contact = int(input("Enter Your Mobile No.:"))
email = input("Enter Your Email:")

try:
    #Taken Inputs are being stored in database
    c.execute("INSERT INTO Employees VALUES(:name,:id,:address,:contact,:email)",

{
    'name':name,
    'id':id,
    'address':add,
    'contact':contact,
    'email':email
})

    print("You have successfully Registered With Us.!")
    #Displaying the inputs
    #print("Name: \t"+name)
    #print("Id No.: \t"+str(id))
    #print("Address: \t"+add)
    #print("Contact: \t"+str(contact))
    #print("Email: \t"+email)
except:
    print("Unknown Error Occurred")
```

```
        print("Unknown Error Occurred")
con.commit()
c.close()

elif(check == 2):
    con = sqlite3.connect("employee.db")
    c = con.cursor()

    #Taking Roll If Already Enrolled
    id = int(input("Enter Your Employee Id.:"))
    #try:
    c.execute("SELECT * FROM Student WHERE roll='"+str(id)+"'")
    record = c.fetchall()

    try:
        #Checking if the roll no. is there in the database or not
        if(record[0][1] == roll):
            print("Name: \t"+record[0][0])
            print("Emp Id: \t"+str(record[0][1]))
            print("Address: \t"+record[0][3])
            print("Contact: \t"+str(record[0][4]))
            print("Email: \t"+record[0][5])
            #print("Here")
        else:
            print("No Records Found For Employee Id : ",id)
            con.commit()
            c.close()
```

```
c.close()
```

Please Enter Valid Email

Enter Proper Choice")

Python 3.6.5 Shell

File Edit Shell Debug Options Window Help

Python 3.6.5 (v3.6.5:f59c0932b4, Mar 28 2018, 16:07:46) [MSC v.1900 32 bit (Intel)] on win32

Type "copyright", "credits" or "license()" for more information.

>>>

===== RESTART: E:\mydatabase.py =====

Please Enter Your Choice:

1.Register Yourself 2.See Yourself

1

Your Auto Generated Employee Id: 94030291

#Note: This is Id Auto Generated and Unique..

Enter Employee Name:Rohit Gupta

Enter your Address:Malad East

Enter Your Mobile No.:9920982913

Enter Your Email:rohit1629@gmail.com

You have successfully Registered With Us..!

Name: Rohit Gupta

Id No.: 94030291

Address: Malad East

Contact: 9920982913

Email: rohit1629@gmail.com

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