```
import os
import wave
import time
import threading
import tkinter as tk
import pyaudio

class VoiceRecorder:
    def __init__(self):
        self.root=tk.Tk()
        self.root.resizable(False,False)

self.button=tk.Button(text="🎤",font=("Arial",120,"bold"),command=self.click_han
dler)
        self.button.pack()
        self.label=tk.Label(text="00:00:00")
        self.label.pack()
        self.recording = False
        self.root.mainloop()

    def click_handler(self):
        if self.recording:
            self.recording= False
            self.button.config(fg="black")
        else:
            self.recording=True
            self.button.config(fg="red")
            threading.Thread(target=self.record).start()

    def record(self):
        audio=pyaudio.PyAudio()
        stream=audio.open(format=pyaudio.paInt16,channels=1,rate=44100,
                          input=True,frames_per_buffer=1024)
        frames=[]

        start=time.time()

        while self.recording:
            data=stream.read(1024)
            frames.append(data)

            passed=time.time()-start
            secs=passed%60
            mins=passed //60
            hours= mins // 60

self.label.config(text=f"{int(hours):02d}:{int(mins):02d}:{int(secs):02d}")

        stream.stop_stream()
        stream.close()
        audio.terminate()

        exists=True
        i=1
```

```
        while exists:
            if os.path.exists(f"recording{i}.wav"):
                i+=1
            else:
                exists=False


        sound_file=wave.open(f"recording{i}.wav", "wb")
        sound_file.setnchannels(1)
        sound_file.setsampwidth(audio.get_sample_size(pyaudio.paInt16))
        sound_file.setframerate(44100)
        sound_file.writeframes(b"".join(frames))
        sound_file.close()


VoiceRecorder()
```