from tkinter import \*

class NLPApp:

def \_\_init\_\_(self):

# Login ka gui load karna

# We create an object of Tk() which is the main class in tkinter

self.root = Tk()

self.root.title('NLPApp')

self.root.iconbitmap('resources/favicon.ico')

# To control the size of the window, 350 width 600 height

self.root.geometry('350x600')

# To change the background color

self.root.config(bg='#f9e79f')

self.login\_gui()

# below line will hold the gui on the screen

self.root.mainloop()

def login\_gui(self):

# label class is available in tkinter to show the text on gui

heading = Label(self.root, text='NLPApp', bg='#1b4f72', fg='white')

# add padding on top and bottom of the text

heading.pack(pady = (30, 30))

heading.configure(font=('verdana', 24, 'bold'))

# lable class to label

label1 = Label(self.root, text='Enter Email')

label1.pack(pady=(10, 10))

# Entry class to receive input from customer

self.email\_input = Entry(self.root, width=34)

self.email\_input.pack(pady=(5, 10), ipady=4)

label2 = Label(self.root, text='Enter Password')

label2.pack(pady=(10, 10))

# Entry class to receive input from customer

# For Entry we cannot give height

self.password = Entry(self.root, width=40, show='\*')

self.password.pack(pady=(5, 10), ipady=4)

# But in Button we can give height

login\_btn = Button(self.root, text='Login', width=25, height=1)

login\_btn.pack(pady=(10, 10))

label3 = Label(self.root, text='Not a member?')

label3.pack(pady=(20, 10))

redirect\_btn = Button(self.root, text='Register Now', command=self.register\_gui())

redirect\_btn.pack(pady=(10, 10))

nlp = NLPApp()