

Let's go through the Python alarm clock code line by line:

Importing Required Libraries

```
import tkinter as Tk
```

```
import time
```

```
from tkinter import messagebox
```

- `import tkinter as Tk`: This imports the **Tkinter** library, which is used to create graphical user interfaces (GUIs). We alias it as Tk for convenience.
 - `import time`: The **time** module allows us to work with the system clock, including getting the current time and adding delays.
 - `from tkinter import messagebox`: **messagebox** is a part of Tkinter used to display pop-up messages (e.g., when the alarm goes off).
-

Defining the Alarm Function

```
def actual_time():
```

```
    set_alarm_time = f"{hourTime.get()}:{minTime.get()}:{secTime.get()}"
```

- `def actual_time()`: Defines a function called `actual_time`. This function will be executed when you click the "Set Alarm" button.
 - `set_alarm_time = f"{hourTime.get()}:{minTime.get()}:{secTime.get()}"`:
 - This creates a string `set_alarm_time` in the format HH:MM:SS (hour, minute, second).
 - `hourTime.get()`, `minTime.get()`, and `secTime.get()` fetch the user input from the entry boxes.
-

```
while True:
```

```
    time.sleep(1)
```

```
    current_time = time.strftime("%H:%M:%S")
```

```
    print(f"Current Time: {current_time}")
```

- `while True`: Creates an infinite loop that continuously checks the current time.
- `time.sleep(1)`: Pauses the loop for 1 second. This prevents the program from using excessive CPU power and ensures the alarm time is checked every second.
- `current_time = time.strftime("%H:%M:%S")`: Retrieves the current system time in "HH:MM

```
    " format.
```

- `print(f"Current Time: {current_time}")`: Prints the current time to the console (this is helpful for debugging or tracking when the alarm is about to go off).
-

```
if current_time == set_alarm_time:
```

```
    messagebox.showinfo("Alarm", "Time to wake up!")
```

```
    break
```

- `if current_time == set_alarm_time`: Checks whether the current system time matches the alarm time entered by the user.
 - `messagebox.showinfo("Alarm", "Time to wake up!")`: If the current time matches the alarm time, a pop-up message box appears with the message "Time to wake up!".
 - `break`: Stops the loop once the alarm has gone off.
-

Tkinter Window Setup

```
clock = Tk.Tk()
```

```
clock.title("DataFlair Alarm Clock")
```

```
clock.geometry("400x200")
```

```
clock.configure(bg='#FFC0CB') # Setting a pink background color
```

- `clock = Tk.Tk()`: Initializes the main window (dialog box) of the alarm clock.
 - `clock.title("DataFlair Alarm Clock")`: Sets the title of the window to "DataFlair Alarm Clock".
 - `clock.geometry("400x200")`: Specifies the size of the window to be 400 pixels wide and 200 pixels tall.
 - `clock.configure(bg='#FFC0CB')`: Changes the background color of the window to pink (#FFC0CB is the hex code for a light pink shade).
-

Adding Labels to the Window

```
time_format = Tk.Label(clock, text="Enter time in 24-hour format!", fg="white", bg="#FF69B4", font=("Arial", 15))
```

```
time_format.place(x=60, y=20)
```

- `time_format = Tk.Label(...)`: Creates a label that displays the text "Enter time in 24-hour format!".
 - `fg="white"`: Sets the text color to white.
 - `bg="#FF69B4"`: Sets the background color of the label to a darker pink.
 - `font=("Arial", 15)`: Sets the font style to Arial with a size of 15.
 - `time_format.place(x=60, y=20)`: Positions the label on the window at coordinates (60, 20).
-

```
addTime = Tk.Label(clock, text="Hour   Min   Sec", fg="white", bg="#FF69B4", font=("Arial", 12))
```

```
addTime.place(x=140, y=50)
```

- This label displays "Hour Min Sec" as a heading for the input boxes. It helps users understand where to enter the hour, minute, and second.
-

```
setYourAlarm = Tk.Label(clock, text="When to wake you up", fg="white", bg="#FF69B4", relief="solid", font=("Arial", 13, "bold"))
```

```
setYourAlarm.place(x=120, y=80)
```

- This label, "When to wake you up," is placed just above the input boxes. The `relief="solid"` adds a solid border around the label to make it stand out.

Creating Input Boxes

```
hourTime = Tk.StringVar()
```

```
minTime = Tk.StringVar()
```

```
secTime = Tk.StringVar()
```

- These variables (hourTime, minTime, secTime) store the user's input for the alarm time in hours, minutes, and seconds. Each is a **StringVar()**, meaning it can hold string data.

```
hourEntry = Tk.Entry(clock, textvariable=hourTime, bg="white", width=4, font=("Arial", 12))
```

```
hourEntry.place(x=140, y=120)
```

- Tk.Entry(...): Creates an input box where the user can enter the hour.
 - textvariable=hourTime: Links this input box to the hourTime variable.
 - bg="white": Sets the background color of the input box to white.
 - width=4: Limits the input box to 4 characters.
 - font=("Arial", 12): Sets the font style and size for the input.
- hourEntry.place(x=140, y=120): Positions the input box for hours at coordinates (140, 120).

```
minEntry = Tk.Entry(clock, textvariable=minTime, bg="white", width=4, font=("Arial", 12))
```

```
minEntry.place(x=190, y=120)
```

- Similar to the hour input box, this creates an input field for the minutes (minTime).

```
secEntry = Tk.Entry(clock, textvariable=secTime, bg="white", width=4, font=("Arial", 12))
```

```
secEntry.place(x=240, y=120)
```

- Similar to the other two, this input box is for entering the seconds (secTime).

Creating the Set Alarm Button

```
submit = Tk.Button(clock, text="Set Alarm", fg="white", bg="#FF69B4", width=10, command=actual_time,  
font=("Arial", 12))
```

```
submit.place(x=150, y=160)
```

- Tk.Button(...): Creates a button labeled "Set Alarm".
 - fg="white": Sets the text color to white.
 - bg="#FF69B4": Sets the background color to pink.
 - width=10: Specifies the width of the button.
 - command=actual_time: Links the button to the actual_time() function, so clicking it starts the alarm-checking process.

- `font=("Arial", 12)`: Sets the font style and size for the button text.
 - `submit.place(x=150, y=160)`: Positions the button at coordinates (150, 160).
-

Running the Tkinter Loop

`clock.mainloop()`

- `clock.mainloop()`: This command starts the Tkinter event loop, which listens for user interaction with the GUI (like clicking buttons or entering text). It keeps the window running until it's closed