**OSTL MINI PROJECT**

**TITLE**: WORD DEFINITION

**FACULTY** - PRANJALI THAKRE

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**PROBLEM DEFINITION-**

USING GUI CREATING A INPUT OUTPUT BOX WHICH WILL IMPLEMENT THE USE OF DATABASE CONNECTIVITY CREATED MANUALLY.THUS SHOWING THE DEFINITION OF THE WORD INPUT IF PRESENT IN THE DATABASE, USING DATABASE CONNECTIVITY IN MYSQL AND TKINTER FOR THE GUI.

**TKINTER**

Tkinter is the standard GUI library for Python. Python when combined with Tkinter provides a fast and easy way to create GUI applications. Tkinter provides a powerful object-oriented interface to the Tk GUI toolkit.

Creating a GUI application using Tkinter is an easy task. All you need to do is perform the following steps −

* Import the *Tkinter* module.
* Create the GUI application main window.
* Add one or more widgets to the GUI application.
* Enter the main event loop to take action against each event triggered by the user.
* **IMPLEMENTATION**

USING THE TKINTER LIBRARY FIRST A WINDOW IS CREATED.

THEN IN THAT WINDOW USING LABEL WIDGET , BUTTON WIDGET,

ENTRY WIDGET TO MAKE THE GUI USER INTERACTIVE, AND

A DICTIONARY CREATED BY USER TO FETCH THE MEANING OF THE

WORDS IF PRESENT. A SEPARATE FUNCTION IS CREATED FOR THE

DICTIONARY SUCH THAT THE INPUT FROM USER IS MATCHED WITH

EACH KEY IN LIBRARY USING THAT BUTTON WIDGET TO SEARCH

AND IF FOUND MEANING IS SHOWN, ELSE NOT FOUND.

WE HAVE USED "DBNAME" DATABASE TO STORE DATA INPUTS AND THEIR CORRESPONDING DEFINITIONS IN TABLE FIELDS.

ROW 0 BELONGS TO INPUT NAME AND ROW 1 BELONGS TO ITS DEFINITION .

**CODE:**

import mysql.connector;

from tkinter import \*

def click():

    entered\_word=word.get()

    entered\_word=entered\_word.lower()

    #definition.delete(0.0,END)

    conn=mysql.connector.connect(host='localhost',database='dbname',user='root',password='12345678')

    cursor = conn.cursor()

    str2="select \* from datas where ename = '%s'"

    try:

        cursor.execute(str2 % entered\_word)

        row1=cursor.fetchall()

        for rows in row1:

            state=rows[1]

            #print(state)

        label1 = Label(text = "%s"%(state),width=50,height=20,bg="black",fg="red")

        label1.place(x=10,y=100)

    except:

        conn.rollback()

        label1 = Label(text = "Not present in dictionary",width=50,height=20,bg="black",fg="red")

        label1.place(x=10,y=100)

window=Tk()

window.title("WORD DEFINITION")

window.configure(bg="blue")

Label(window,text="Enter the word to be searched",bg="black",fg="red",font="timesnewroman 14 italic").grid(row=0,column=0)

word=Entry(window,width=25,bg="white")

word.grid(row=1,column=0)

Button(window,text="CLICK TO SEARCH",width=20,command=click).grid(row=2,column=0)

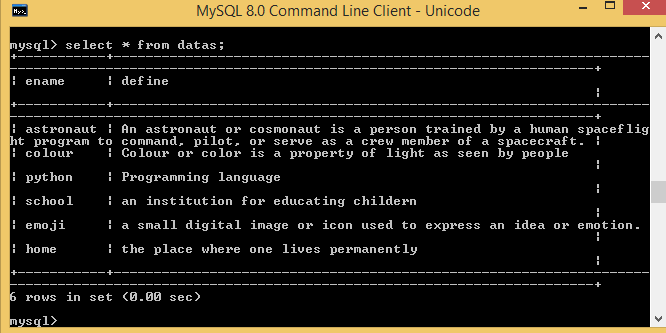
Label(window,text="Definition",bg="black",fg="red",font="timesnewroman 14 italic").grid(row=3,column=0)

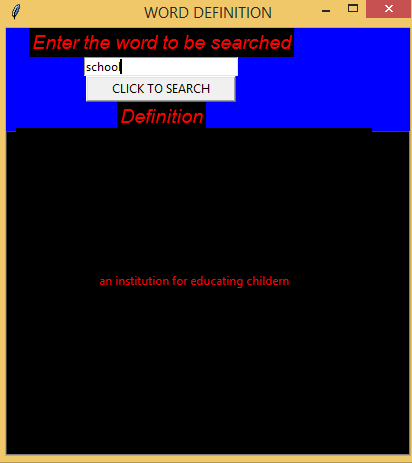
definition=Text(window,width=50,height=20,wrap=WORD,bg="black",fg="red",)

definition.grid(row=4,column=0,columnspan=3)

window.mainloop()

**SNAPSHOTS**:





**CONCLUSION:** USING MYSQL FOR DATABASE CONNECTIVITY WE HAVE IMPLEMENTED THE WORD DEFINITION GUI WHERE THE INPUT TAKEN WHICH IS PRESENT IN THE DATABASE TO GIVE ITS CORRESPONDING DEFINITION.