import tkinter as tk

from tkinter import ttk

g\_total = 0.0

def add\_item():

    global g\_total

    name = name\_entry.get()

    qty = qty\_entry.get()

    price = price\_entry.get()

    if not name or not qty.isdigit() or not price.isdigit():

        return

    total = int(qty) \* float(price)

    g\_total += total  # Update grand total

    # Insert item into the table

    tree.insert("", "end", values=(name, qty, price, f"{total:.2f}"))

    # Update the grand total row

    update\_total\_row()

    # Clear input fields

    name\_entry.delete(0, tk.END)

    qty\_entry.delete(0, tk.END)

    price\_entry.delete(0, tk.END)

# Function to update the grand total row in the table

def update\_total\_row():

    # Remove the old grand total row if it exists

    if "g\_total" in tree.get\_children():

        tree.delete("g\_total")

    # Insert the new grand total row with a bold font style

    tree.insert("", "end", iid="g\_total", values=("", "", "Grand Total:", f"₹{g\_total:.2f}"))

# Set up the main window

root = tk.Tk()

root.title("Shopping List App")

root.geometry("500x500")

# Create a frame (panel) to hold all widgets

panel = tk.Frame(root)

panel.pack(pady=20)

# Create the title label for the store

title\_lbl = tk.Label(panel, text="PRAJAPATI STORE", font=("Arial", 24, "bold"), fg="dark green")

title\_lbl.grid(row=0, column=0, columnspan=2, pady=(0, 15))

# Create input fields for item details within the panel with colored labels and entry fields

tk.Label(panel, text="Item Name:", fg="gray20").grid(row=1, column=0, sticky="e", padx=(0, 10), pady=5)

name\_entry = tk.Entry(panel, bg="light cyan", fg="black")

name\_entry.grid(row=1, column=1, padx=(10, 0), pady=5)

tk.Label(panel, text="Quantity:", fg="gray20").grid(row=2, column=0, sticky="e", padx=(0, 10), pady=5)

qty\_entry = tk.Entry(panel, bg="light cyan", fg="black")

qty\_entry.grid(row=2, column=1, padx=(10, 0), pady=5)

tk.Label(panel, text="Price:", fg="gray20").grid(row=3, column=0, sticky="e", padx=(0, 10), pady=5)

price\_entry = tk.Entry(panel, bg="light cyan", fg="black")

price\_entry.grid(row=3, column=1, padx=(10, 0), pady=5)

# Add Item button in the panel with colored background

add\_btn = tk.Button(panel, text="Add Item", command=add\_item, bg="teal", fg="white")

add\_btn.grid(row=4, column=0, columnspan=2, pady=15)

# Set up the table for displaying items

columns = ("Item Name", "Quantity", "Price", "Total Cost")

tree = ttk.Treeview(root, columns=columns, show="headings")

for col in columns:

    tree.heading(col, text=col)

    tree.column(col, anchor="center", width=100)

tree.pack(pady=10)

root.mainloop()