

TKINTER:

Weather app:

```
import tkinter as tk

from tkinter import messagebox, ttk

# --- Login Window ---

def login():

    if username.get() == "user" and password.get() == "123":

        login_window.destroy()

        open_location_window()

    else:

        messagebox.showerror("Error", "Invalid Username or Password")

login_window = tk.Tk()

login_window.title("Login - Weather App")

login_window.geometry("300x200")

def open_location_window():

    loc = tk.Tk()

    loc.title("Weather Forecast - Select Location")

    loc.geometry("300x250")

    tk.Label(loc, text="Select Location:", font=("Arial", 12)).pack(pady=10)

    city = ttk.Combobox(loc, values=["Mumbai", "Delhi", "Chennai", "Kolkata"])

    city.pack(pady=5)

def show_forecast():

    if not city.get():

        messagebox.showwarning("Select", "Please select a city")

    return
```

```
messagebox.showinfo("Forecast",  
                    f"Weather in {city.get()}:\n\nSunny\nTemp: 30°C\nHumidity: 65%")
```

```
tk.Button(loc, text="Show Forecast", command=show_forecast).pack(pady=20)  
loc.mainloop()
```

```
tk.Label(login_window, text="Username").pack()  
username = tk.Entry(login_window)  
username.pack()
```

```
tk.Label(login_window, text="Password").pack()  
password = tk.Entry(login_window, show="*")  
password.pack()
```

```
tk.Button(login_window, text="Login", command=login).pack(pady=10)  
login_window.mainloop()
```

Hotel booking:

```
import tkinter as tk
```

```
from tkinter import messagebox, ttk
```

```
def login():
```

```
    if user.get() == "guest" and pw.get() == "123":
```

```
        root.destroy()
```

```
        open_room_window()
```

```
    else:
```

```
        messagebox.showerror("Login Failed", "Invalid credentials")
```

```
def open_room_window():
```

```
    r = tk.Tk()
```

```
    r.title("Select Room")
```

```
r.geometry("300x250")
```

```
tk.Label(r, text="Select Room Type:", font=("Arial", 12)).pack(pady=10)
```

```
room = ttk.Combobox(r, values=["Single - ₹1500", "Double - ₹2500", "Suite - ₹4000"])
```

```
room.pack(pady=10)
```

```
def book():
```

```
    if not room.get():
```

```
        messagebox.showwarning("Select", "Please select a room")
```

```
        return
```

```
    messagebox.showinfo("Booking Confirmed",
```

```
        f"You booked {room.get()}\nProceeding to Payment")
```

```
    r.destroy()
```

```
    open_payment()
```

```
tk.Button(r, text="Book Room", command=book).pack(pady=20)
```

```
r.mainloop()
```

```
def open_payment():
```

```
    p = tk.Tk()
```

```
    p.title("Payment Screen")
```

```
    p.geometry("300x200")
```

```
tk.Label(p, text="Payment Successful!", font=("Arial", 14), fg="green").pack(pady=40)
```

```
tk.Button(p, text="Done", command=p.destroy).pack(pady=10)
```

```
p.mainloop()
```

```
root = tk.Tk()
```

```
root.title("Hotel Booking - Login")
```

```
root.geometry("300x200")
```

```

tk.Label(root, text="Username").pack()

user = tk.Entry(root)

user.pack()

tk.Label(root, text="Password").pack()

pw = tk.Entry(root, show="*")

pw.pack()

tk.Button(root, text="Login", command=login).pack(pady=10)

root.mainloop()

```

Grocery login:

```

import tkinter as tk

from tkinter import messagebox, ttk

def login():
    if u.get() == "user" and p.get() == "123":
        root.destroy()
        open_catalog()
    else:
        messagebox.showerror("Error", "Invalid login")

def open_catalog():
    c = tk.Tk()
    c.title("Grocery Catalog")
    c.geometry("350x300")

    products = {"Apples": 60, "Bananas": 40, "Tomatoes": 30, "Rice": 100}
    tk.Label(c, text="Select Products:", font=("Arial", 12)).pack(pady=5)
    checks = {}
    for prod, price in products.items():

```

```
var = tk.IntVar()

tk.Checkbutton(c, text=f"{prod} - ₹{price}/kg", variable=var).pack(anchor="w")

checks[prod] = (price, var)
```

```
def checkout():

    total = sum(price for prod, (price, var) in checks.items() if var.get())

    if total == 0:

        messagebox.showwarning("Empty", "Please select items")

        return

    c.destroy()

    open_payment(total)
```

```
tk.Button(c, text="Proceed to Payment", command=checkout).pack(pady=20)

c.mainloop()
```

```
def open_payment(total):
```

```
    p = tk.Tk()

    p.title("Payment")

    p.geometry("300x200")
```

```
    tk.Label(p, text=f"Total Amount: ₹{total}", font=("Arial", 12)).pack(pady=10)

    tk.Label(p, text="Payment Successful!", fg="green", font=("Arial", 14)).pack(pady=20)

    tk.Button(p, text="Done", command=p.destroy).pack()

    p.mainloop()
```

```
root = tk.Tk()

root.title("Grocery Login")

root.geometry("300x200")
```

```
tk.Label(root, text="Username").pack()

u = tk.Entry(root)
```

```
u.pack()
```

```
tk.Label(root, text="Password").pack()
```

```
p = tk.Entry(root, show="*")
```

```
p.pack()
```

```
tk.Button(root, text="Login", command=login).pack(pady=10)
```

```
root.mainloop()
```

Bank login:

```
import tkinter as tk
```

```
from tkinter import messagebox
```

```
balance = 5000
```

```
transactions = []
```

```
def login():
```

```
    if user.get() == "bank" and pw.get() == "123":
```

```
        login_win.destroy()
```

```
        open_main()
```

```
    else:
```

```
        messagebox.showerror("Login Failed", "Invalid Credentials")
```

```
def open_main():
```

```
    main = tk.Tk()
```

```
    main.title("Banking Dashboard")
```

```
    main.geometry("300x300")
```

```
def check_balance():
```

```
    messagebox.showinfo("Balance", f"Your balance: ₹{balance}")
```

```

def transfer_money():
    def send():
        global balance

        amt = int(amount.get())

        if amt > balance:
            messagebox.showerror("Error", "Insufficient Balance")
        else:
            balance -= amt

            transactions.append(f"Transferred ₹{amt}")

            messagebox.showinfo("Success", f"₹{amt} transferred successfully")

            t.destroy()

    t = tk.Toplevel(main)
    t.title("Transfer Money")

    tk.Label(t, text="Enter amount:").pack(pady=5)

    amount = tk.Entry(t)
    amount.pack()

    tk.Button(t, text="Send", command=send).pack(pady=10)

def show_history():
    if not transactions:
        messagebox.showinfo("History", "No transactions yet")
    else:
        hist = "\n".join(transactions)

        messagebox.showinfo("Transaction History", hist)

tk.Button(main, text="Check Balance", command=check_balance).pack(pady=10)
tk.Button(main, text="Transfer Money", command=transfer_money).pack(pady=10)
tk.Button(main, text="Transaction History", command=show_history).pack(pady=10)
tk.Button(main, text="Exit", command=main.destroy).pack(pady=10)

```

```
main.mainloop()
```

```
login_win = tk.Tk()
```

```
login_win.title("Bank Login")
```

```
login_win.geometry("300x200")
```

```
tk.Label(login_win, text="Username").pack()
```

```
user = tk.Entry(login_win)
```

```
user.pack()
```

```
tk.Label(login_win, text="Password").pack()
```

```
pw = tk.Entry(login_win, show="*")
```

```
pw.pack()
```

```
tk.Button(login_win, text="Login", command=login).pack(pady=10)
```

```
login_win.mainloop()
```