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import tkinter as tk # Import the tkinter library and alias it as 'tk'
from tkinter import filedialog, messagebox # Import filedialog and messagebox
modules from tkinter
import qrcode # Import the qrcode library for generating QR codes
from PIL import Image, ImageTk # Import Image and ImageTk from the Pillow
library for image handling

def generate_qr(): # Define a function to generate the QR code
    input_data = data_entry.get() # Get the input data from the entry widget
    if not input_data: # Check if the input data is empty
        messagebox.showerror("Error", "Please enter data to encode in the QR
code.") # Show an error message if no data is entered
        return # Exit the function if no data is entered

    filename = filedialog.asksaveasfilename(defaultextension=".png",
filetypes=[("PNG files", "*.png"), ("All files", "*.*)]) # Open a file save
dialog and get the filename
    if not filename: # Check if a filename was not provided
        return # Exit the function if no filename is provided

    # Create QR code instance
    qr = qrcode.QRCode(version=1, box_size=10, border=5) # Create a QRCode
object with specified version, box size, and border
    # Add data to the QR code
    qr.add_data(input_data) # Add the input data to the QR code
    qr.make(fit=True) # Generate the QR code
    # Create an image from the QR code
    img = qr.make_image(fill_color="black", back_color="white") # Create an
image from the QR code with black fill and white background
    # Save the image
    img.save(filename) # Save the image to the specified filename

    # Display the QR code in the GUI
    img = Image.open(filename) # Open the saved image
    img = img.resize((250, 250), Image.ANTIALIAS) # Resize the image to 250x250
pixels with anti-aliasing
    img = ImageTk.PhotoImage(img) # Convert the image to a format suitable for
tkinter
    qr_label.config(image=img) # Set the image to the label widget
    qr_label.image = img # Keep a reference to the image to prevent garbage
collection

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    messagebox.showinfo("Success", f"QR code generated successfully as
{filename}") # Show a success message with the filename

# Create main application window
root = tk.Tk() # Create the main application window
root.title("QR Code Generator") # Set the title of the window

# Create and place widgets
tk.Label(root, text="Enter data to encode:").pack(pady=10) # Create and place a
label widget with some padding
data_entry = tk.Entry(root, width=50) # Create an entry widget with a specified
width
data_entry.pack(pady=5) # Place the entry widget with some padding

generate_button = tk.Button(root, text="Generate QR Code", command=generate_qr)
# Create a button widget and link it to the generate_qr function
generate_button.pack(pady=20) # Place the button widget with some padding

qr_label = tk.Label(root) # Create a label widget for displaying the QR code
image
qr_label.pack(pady=10) # Place the label widget with some padding

# Run the application
root.mainloop() # Start the tkinter event loop

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1. Imports:

- `tkinter as tk`: Imports tkinter with an alias for ease of use.
- `filedialog, messagebox`: Imports specific functions from tkinter for file dialogs and message boxes.
- `qrcode`: Imports the qrcode library to generate QR codes.
- `Image, ImageTk`: Imports Image and ImageTk from Pillow for image handling and display in the GUI.

2. Function `generate_qr()`:

- Retrieves the data from the entry widget.
- Checks if the input data is empty and shows an error message if true.
- Prompts the user to choose a file location and name for saving the QR code image.

- Creates a QR code with specified parameters, adds the input data, and optimizes the fit.
- Generates the QR code image and saves it to the chosen file.
- Opens the saved image, resizes it, and converts it to a format suitable for displaying in tkinter.
- Updates the label to display the QR code image.
- Shows a success message indicating the QR code has been generated.

3. GUI Setup:

- Creates the main application window and sets the title.
- Adds a label prompting the user to enter data.
- Adds an entry widget for user input.
- Adds a button to trigger the QR code generation.
- Adds a label to display the generated QR code image.
- Starts the tkinter event loop to run the application.