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Project 2 : Login Sistem GUI

Youtube : <https://youtu.be/mudv6BszUIs>

**Code**

from tkinter import \*

import tkinter.messagebox as msg

class LoginRegisterUser :

    def \_\_init\_\_(self, gui, header) :

        self.gui = gui

        self.gui.geometry("400x350")

        self.gui.title(header)

        self.gui.resizable(True, True)

        self.main\_screen()

    def login(self) :

        screen1 = Toplevel(app)

        screen1.title("Login")

        screen1.geometry("350x160")

        Label(screen1, text='Username ').pack()

        self.entryUser = Entry(screen1, width=30)

        self.entryUser.pack()

        Label(screen1, text='Password').pack()

        self.entryPass = Entry(screen1, show='\*',width=30)

        self.entryPass.pack()

        self.check = IntVar()

        self.showPass = Checkbutton(screen1, text='Lihat Password',

            variable=self.check, command=self.open\_password).pack(expand = False, fill = BOTH,padx=10,pady=5)

        self.showPass

        self.btnLogin = Button(screen1, text='Login', command=self.do\_login).pack(side = LEFT, expand = True, fill = BOTH,padx=10,pady=5)

        self.btnRegister = Button(screen1, text='Register', command=self.register).pack(side = LEFT, expand = True, fill = BOTH,padx=10,pady=5)

        self.btnCancel = Button(screen1, text='Cancel', command=self.close\_gui).pack(side = LEFT, expand = True, fill = BOTH,padx=10,pady=5)

    def register(self) :

        global screen1

        screen1 = Toplevel(app)

        screen1.title("Register")

        screen1.geometry("350x200")

        Label(screen1, text='Nama').pack()

        self.entryUserName = Entry(screen1, width=30)

        self.entryUserName.pack()

        Label(screen1, text='Username').pack()

        self.entryUser = Entry(screen1, width=30)

        self.entryUser.pack()

        Label(screen1, text='Password').pack()

        self.entryPass = Entry(screen1, show='\*',width=30)

        self.entryPass.pack()

        self.check = IntVar()

        self.showPass = Checkbutton(screen1, text='Lihat Password',

            variable=self.check, command=self.open\_password).pack(expand = False, fill = BOTH,padx=10,pady=5)

        self.showPass

        self.btnRegister = Button(screen1, text='Register', command=self.register\_user).pack(side = LEFT, expand = True, fill = BOTH,padx=10,pady=5)

        self.btnLogin = Button(screen1, text='Login', command=self.login).pack(side = LEFT, expand = True, fill = BOTH,padx=10,pady=5)

        self.btnCancel = Button(screen1, text='Cancel', command=self.close\_gui).pack(side = LEFT, expand = True, fill = BOTH,padx=10,pady=5)

    def register\_user(self):

        get\_name = self.entryUserName.get()

        get\_username = self.entryUser.get()

        get\_password = self.entryPass.get()

        file = open('D:\Project\login\_gui\database.txt','a')

        file.write("\n"+get\_name+","+get\_username+","+get\_password)

        file.close()

        self.entryUserName.delete(0,END)

        self.entryUser.delete(0,END)

        self.entryPass.delete(0,END)

        Label(screen1, text="Registrasi Sukses",fg="green", font=("calibri", 11)).pack(side = BOTTOM)

    def do\_login(self) :

        get\_username = self.entryUser.get()

        get\_password = self.entryPass.get()

        sukses =False

        file = open('D:\Project\login\_gui\database.txt','r')

        for i in file :

            nama,username,password = i.split(',')

            password = password.strip()

            if get\_username == username and get\_password == password:

                sukses = True

                break

        if (sukses) :

            msg.showinfo("Berhasil Login", "Selamat Datang %s"%(nama), parent=self.gui)

            self.close\_gui()

        elif get\_username=='' or get\_password=='' :

            msg.showwarning('Gagal', 'Username Atau Password Anda Tidak Boleh KOsong', parent=self.gui)

            self.entryUser.focus\_set()

        else:

            msg.showerror('Gagal', "Username Atau Password Yang Anda Masuukan Salah SIlahkan Periksa Kembali", parent=self.gui)

            self.delete\_data()

    def delete\_data(self):

        self.entryUser.delete(0,END)

        self.entryPass.delete(0,END)

        self.entryUser.focus\_set()

    def open\_password(self) :

        Show = self.check.get()

        if Show == 1 :

            self.entryPass['show'] = ''

        else :

            self.entryPass['show'] = '\*'

    def close\_gui(self) :

        self.gui.destroy()

    def main\_screen(self) :

        Label(text = "Selamat Datang Di Sistem Aplikasiku", bg = "blue", width = "300", height = "2", font = ("Calibri", 13), fg="white").pack()

        Label(text = "").pack()

        Button(text = "Login User", height = "2", width = "30", command = self.login).pack()

        Label(text = "").pack()

        Button(text = "Register User",height = "2", width = "30", command = self.register).pack()

if \_\_name\_\_ == '\_\_main\_\_':

    global app

    app = Tk()

    start = LoginRegisterUser(app, "Aplikasiku")

    app.mainloop()

**Output**

