

1) Implement the tkinter and webbrowser module

2) create a gui for taking input from the user and create a button to navigate to a browser site.

3) Also display the user entered text in the command prompt with message of navigating to "... " whichever site you chooses

Ans:- Here's an example code that implements the **tkinter** and **webbrowser** modules to create a GUI for taking user input and navigating to a website:-

```
import tkinter as tk
```

```
import webbrowser
```

```
def navigate_to_website():
```

```
    site = entry.get()
```

```
    print("Navigating to", site)
```

```
    webbrowser.open(site)
```

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

```
root.title("Website Navigator")
```

```
label = tk.Label(root, text="Enter a website URL:")
```

```
label.pack()
```

```
entry = tk.Entry(root, width=50)
```

```
entry.pack()
```

```
button = tk.Button(root, text="Navigate", command=navigate_to_website)
```

```
button.pack()
```

```
root.mainloop()
```

Explaintion of the code:- In this code, we create a Tkinter window with a label, an entry widget to take user input (website URL), and a button. When the button is clicked, the **navigate_to_website()** function is called. It retrieves the user-entered URL from the entry widget, prints a message in the command prompt, and opens the website in the default browser using the **webbrowser.open()** function.

You can run this code in Python, and it will display a GUI window. Enter a website URL in the entry widget, click the "Navigate" button, and it will print a message in the command prompt and open the specified website in the browser.