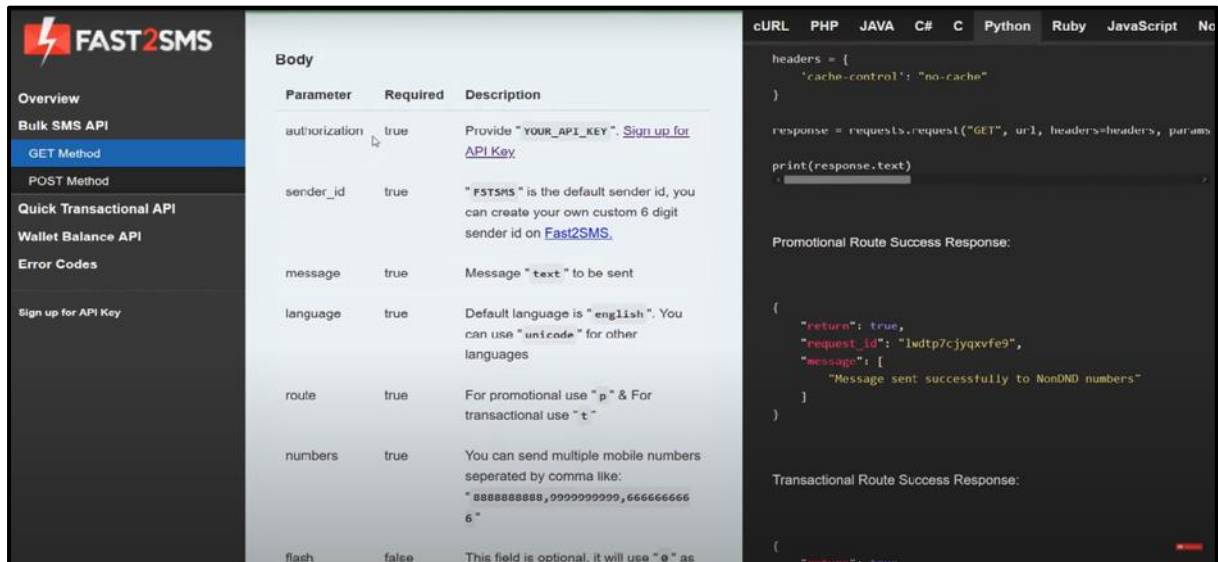
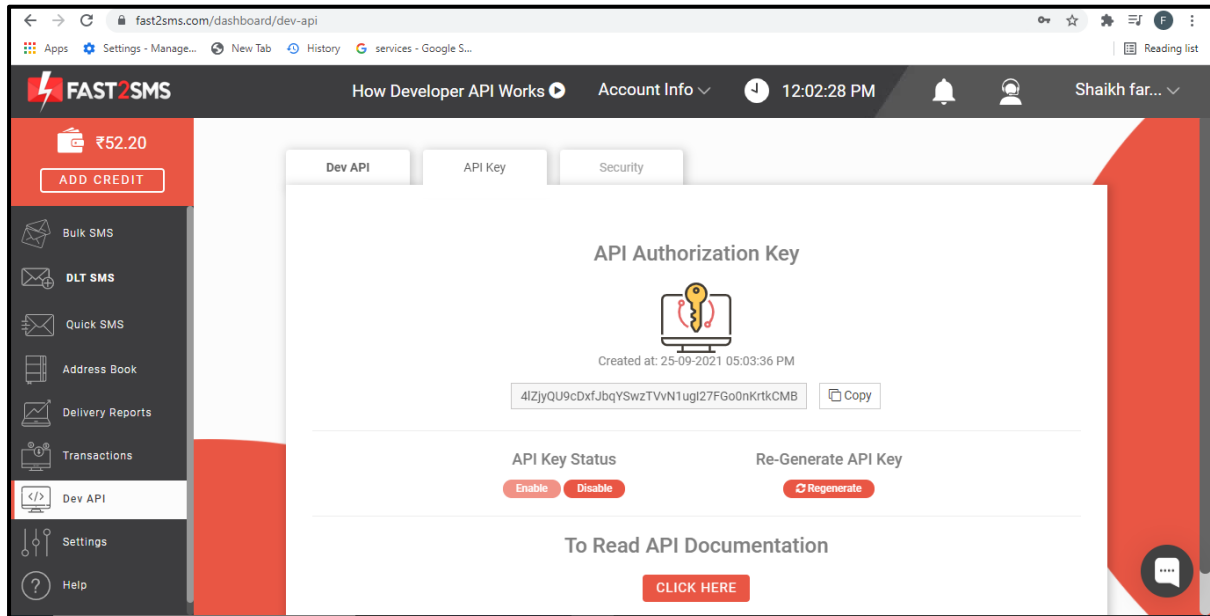


EAPP mini project

Message or Reminder or OTP Sender Using Python

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Group_no:9



Program:

First part:

#User Mobile Number Information

import phonenumbers

from phonenumbers import geocoder #geocoder= information about the location that corresponds to a phone number.

ch_number = phonenumbers.parse("+919373511150","CH") #parse= pass on the number

print(geocoder.description_for_number(ch_number, "en")) #en=language(english)

from phonenumbers import carrier

service_number = phonenumbers.parse("+919373511150","RO") #parse= pass on the number and RO is radio operator this is used find the service provider or radio operator and others operating source.

print(carrier.name_for_number(service_number, "en")) #en=language(english)

Second part:

#SMS Message Sender code

import requests #requests is use request the fast2sms website sms gateway

import json #message field (number box) is successful run or not

from tkinter import * #message box (text box) is successful run or not

from tkinter.messagebox import showinfo, showerror

def send_sms(number, message):

url = 'https://www.fast2sms.com/dev/bulk'

params = {

 'authorization':

 '4lZjyQU9cDxfJbqYSwzTVvN1ugI27FGo0nKrtkCMBmdHhi3RAPKnqgliJ4LyxNrO7GRjafFHPY
 Wepo6U',

 'sender_id': 'FSTSMS',

 'message': message,

```

    'language': 'english',

    'route': 'p',

    'numbers': number

}

response = requests.get(url, params=params) #there is two method for send a message 1)get 2)post
dic = response.json() #JSON response return is true or not and message is successfully sent or not
print(dic)

return dic.get('return')

```

Third part:

```

def btn_click():

    num = textNumber.get()

    msg = textMsg.get("1.0", END)

    r = send_sms(num, msg)

    if r:

        showinfo("Send Success", "Successfully sent")

    else:

        showerror("Error", "Something went wrong..")

```

Creating GUI

```

root = Tk() #root is main window and TK is class object

root.title("Message Sender ")

root.geometry("400x550")

font = ("Helvetica", 22, "bold")#font is a tuple and Helvetica is a font family name, 22 is a font size
and font style is bold

textNumber = Entry(root, font=font) #entry is the class object in which I wil inter the number to send
a text message

textNumber.pack(fill=X, pady=20) # padding the y is 20

```

```
textMsg = Text(root)
```

```
textMsg.pack(fill=X)
```

```
sendBtn = Button(root, text="SEND SMS", command=btn_click)
```

```
sendBtn.pack()
```

```
root.mainloop()
```