**Simple Amount Calculator**

from tkinter import \*

top = Tk()

L1 = Label(top, text = "price")

L1.place(x = 10,y = 10)

#Places the label at position (10,10)

#(10 pixels from the left and 10 pixels from the top)

E1 = Entry(top, bd = 10) #bd = 3: Sets the border width of the entry box.

E1.place(x = 60,y = 10)

L2 = Label(top,text = "quantity")

L2.place(x = 10,y = 50)

E2 = Entry(top,bd = 10)

E2.place(x = 60,y = 50)

L3 = Label(top,text = "Amount")

L3.place(x = 10,y = 150)

E3 = Entry(top,bd = 10)

E3.place(x = 60,y = 150)

def cal():

E4 = int(E1.get()) \* int(E2.get())

E3.delete(0,"end") #Clears any previous text in E3 before inserting a new value.

E3.insert(0,str(E4)) #Inserts the calculated total amount into E3.

B = Button(top, text = "Calculate",command = cal)

B.place(x = 100, y = 100)

top.geometry("400x400+300+300")#this is to place the GUI window on the screen in a particular position

##Window Size ("400x400")

##The first value (400) is the width of the window in pixels.

##The second value (400) is the height of the window in pixels.

##So, this creates a square window that is 400 pixels wide and 400 pixels tall.

##What is +300+300????

##The window is placed 300 pixels from the left edge of the screen.

##The window is placed 300 pixels from the top edge of the screen.

##Negative Position Values

##You can also use negative values to position the window relative

##to the right or bottom of the screen.

##top.geometry("400x400-100+200")

##The window is positioned 100 pixels from the right edge and 200 pixels from the top.

top.mainloop()

**Message Box in tkinter**

from tkinter import \*

import tkinter.messagebox as tmsg

root = Tk()

root.geometry("455x233")

root.title("Quiz on Validity of Variable Name")

def order():

if(var.get() == 1):

{

tmsg.showinfo("Answer", "Correct!!!")

}

else:

{

tmsg.showerror("Answer", "Wrong, the correct answer is option 1")

}

value = tmsg.askquestion("Was your experience Good?", "You used this GUI.... Was your experience Good?")

if value == "yes":

msg = "Great. comment on the C Page seen please"

else:

msg = "Tell us what went wrong. We will call you soon"

tmsg.showinfo("Experience", msg)

var = IntVar()

Label(root, text = "Which of the following is correct?",font="lucida 19 bold",justify=LEFT, padx=14).pack()

radio = Radiobutton(root, text="Variable name can start with an underscore.", padx=14, variable=var, value=1).pack(anchor="w")

radio = Radiobutton(root, text="Variable name can start with a digit.", padx=14, variable=var, value=2).pack(anchor="w")

radio = Radiobutton(root, text="Keywords cannot be used as a variable name.", padx=14, variable=var, value=3).pack(anchor="w")

radio = Radiobutton(root, text="Variable name can have symbols like : @, #, $ etc.", padx=14, variable=var, value=4).pack(anchor="w")

Button(root,text="Submit", command=order).pack()

root.mainloop()