import tkinter as tk

from tkinter import messagebox

def check():

if weight.get() == "" or height.get() == "":

messagebox.showwarning("Missing","Enter all the entries")

return ""

click()

def click():

y = float(int(height.get()) / 100)

x = float(weight.get())

bmi = float(x / (y \* y))

bmi = round(bmi, 1)

l2.destroy()

l3.destroy()

weight.destroy()

height.destroy()

sb.destroy()

color = "Red"

if bmi < 18.5:

c = "You are UNDERWEIGHT"

elif 18.5 <= bmi < 25:

c = "You are Normal Weighted"

color = "Green"

elif 25 <= bmi < 30:

c = "Your are OVERWEIGHT"

else:

c = "You are OBESITY"

l1.config(text=f"Your BMI is {bmi}\n" + c,fg=color)

l1.pack(pady=50)

if \_name\_ == "\_main\_":

window = tk.Tk()

window.title("BMI APP")

l1 = tk.Label(window, text="Let's find out your health status.\n\nBody Mass Index(BMI)",fg="Blue",font="18")

l1.pack(pady=10)

f1 = tk.Frame(window)

f1.pack()

l2 = tk.Label(f1, text="Enter Weight(KG): ")

l2.pack(side=tk.LEFT)

weight = tk.Entry(f1, width=20)

weight.pack(side=tk.LEFT, padx=10)

f2 = tk.Frame(window)

f2.pack()

l3 = tk.Label(f2, text="Enter Height(cm): ")

l3.pack(side=tk.LEFT, pady=10)

height = tk.Entry(f2, width=20)

height.pack(side=tk.LEFT, padx=10)

sb = tk.Button(text="Submit", command=check)

sb.pack(pady=10)

window.geometry('350x250')

window.mainloop()