import random

import string

import tkinter as tk

from tkinter import messagebox

def check():

if var1.get() == 0 and var2.get() == 0 and var3.get() == 0:

tk.messagebox.showwarning("Missing","At least one option must be selected!!")

return ""

click()

def click():

password = []

x = 0

if var1.get() == 1 and var2.get() == 1 and var3.get() == 1:

character = string.ascii\_letters + string.punctuation + string.digits

while x != int(length.get()):

password.append(random.choice(character))

x += 1

elif var1.get() == 0 and var2.get() == 0 and var3.get == 1:

character = string.ascii\_letters

while x != int(length.get()):

password.append(random.choice(character))

x += 1

elif var1.get() == 0 and var2.get() == 1 and var3.get() == 0:

character = string.digits

while x != int(length.get()):

password.append(random.choice(character))

x += 1

elif var1.get() == 0 and var2.get() == 1 and var3.get() == 1:

character = string.ascii\_letters + string.digits

while x != int(length.get()):

password.append(random.choice(character))

x += 1

elif var1.get() == 1 and var2.get() == 0 and var3.get() == 0:

character = string.punctuation

while x != int(length.get()):

password.append(random.choice(character))

x += 1

elif var1.get() == 1 and var2.get() == 0 and var3.get() == 1:

character = string.ascii\_letters + string.punctuation

while x != int(length.get()):

password.append(random.choice(character))

x += 1

elif var1.get() == 1 and var2.get() == 1 and var3.get() == 0:

character = string.punctuation + string.digits

while x != int(length.get()):

password.append(random.choice(character))

x += 1

password = "".join(password)

c1.destroy()

c2.destroy()

c3.destroy()

l1.config(text=f"Your New Password:\n\n {password}",fg="Green")

l1.pack(pady=20)

l2.destroy()

length.destroy()

l2.destroy()

sp.destroy()

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

window = tk.Tk()

window.title("Password Generator🔑🔐")

l1 = tk.Label(window,text="Welcome to Password generator:",fg="Blue",font='18')

l1.pack(pady=20)

f1 = tk.Frame(window)

f1.pack(pady=20)

l2 = tk.Label(f1, text="Enter length of Password: ")

l2.pack(side=tk.LEFT)

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

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

var1 = tk.IntVar()

var2 = tk.IntVar()

var3 = tk.IntVar()

c3 = tk.Checkbutton(window, text="Character", variable=var3, onvalue=1, offvalue=0)

c3.pack(pady=0)

c1 = tk.Checkbutton(window,text="Special\_Character",variable=var1,onvalue=1,offvalue=0)

c1.pack(pady=00)

c2 = tk.Checkbutton(window, text="Numbers", variable=var2, onvalue=1, offvalue=0)

c2.pack(pady=0)

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

sp.pack(pady=10)

window.geometry('500x300')

window.mainloop()