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# Python program to  create a simple GUI
# weight converter using Tkinter


from tkinter import *


# Create a GUI window
window = Tk()

# Function to convert weight
# given in kg to grams, pounds
# and ounces
def from_kg():

    # convert kg to gram
    gram = float(e2_value.get())*1000

    # convert kg to pound
    pound = float(e2_value.get())*2.20462

    # convert kg to ounce
    ounce = float(e2_value.get())*35.274

    # Enters the converted weight to
    # the text widget
    t1.delete("1.0", END)
    t1.insert(END,gram)

    t2.delete("1.0", END)
    t2.insert(END,pound)

    t3.delete("1.0", END)
    t3.insert(END,ounce)

# Create the Label widgets
e1 = Label(window, text = "Enter the weight in Kg")
e2_value = StringVar()
e2 = Entry(window, textvariable = e2_value)
e3 = Label(window, text = 'Gram')
e4 = Label(window, text = 'Pounds')
e5 = Label(window, text = 'Ounce')

# Create the Text Widgets
t1 = Text(window, height = 1, width = 20)
t2 = Text(window, height = 1, width = 20)
t3 = Text(window, height = 1, width = 20)

# Create the Button Widget
b1 = Button(window, text = "Convert", command = from_kg)

# grid method is used for placing
# the widgets at respective positions
# in table like structure
e1.grid(row = 0, column = 0)
e2.grid(row = 0, column = 1)
e3.grid(row = 1, column = 0)
e4.grid(row = 1, column = 1)
e5.grid(row = 1, column = 2)
t1.grid(row = 2, column = 0)
t2.grid(row = 2, column = 1)
t3.grid(row = 2, column = 2)
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b1.grid(row = 0, column = 2)

# Start the GUI
window.mainloop()
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