#USING TKINTER GUI TOOLKIT

from dictmodule import \*

from tkinter import \*

print("this is dict")

print(Dict)

updc = {}

a\_file = open("myfile.txt")

for line in a\_file:

    key, value = line.split()

    updc[key] = value

print("THIS IS UPDC")

print(updc)

value1=list(updc.values())

print(value1)

for i in range(0, len(value1)):

    value1[i] = float(value1[i])

print(value1)

s=0

for x in updc.keys():

    print()

    updc.update({x:value1[s]})

    s+=1

print(updc)

class MyWindow:  #CREATING AND FUNCTIONING TO WINDOW

    def \_\_init\_\_(self, win):

        #WRITING THE FRAMEWORK FOR THE WINDOW

        self.lbl1=Label(win, text='From currency:')

        self.lbl2=Label(win, text='To currency:')

        self.lbl3=Label(win, text='Amount:')

        self.lbl4=Label(win, text='Converted Amount:')

        self.lbl5=Label(win, text='INR-Indian Rupee')

        self.lbl6=Label(win, text='USD-American dollar')

        self.lbl7=Label(win, text='EUR-Euro')

        self.lbl8=Label(win, text='SGD-Singapore Dollar')

        self.lbl9=Label(win, text='JPY-Japanese Yen')

        self.lbl10=Label(win, text='CNY-Chinese Yuan')

        self.lbl11=Label(win, text='KRW-South Korean Won')

        self.lbl12=Label(win, text='ZAR-South African Rand')

        self.t1=Entry(bd=5)

        self.t2=Entry(bd=5)

        self.t3=Entry(bd=5)

        self.t4=Entry(bd=5)

        self.btn1 = Button(win, text='Convert')

        #POSITIONS

        self.lbl1.place(x=100, y=50)

        self.t1.place(x=250, y=50)

        self.lbl2.place(x=100, y=100)

        self.t2.place(x=250, y=100)

        self.lbl3.place(x=100, y=150)

        self.t3.place(x=250, y=150)

        self.lbl5.place(x=400, y=50)

        self.lbl6.place(x=400, y=70)

        self.lbl7.place(x=400, y=90)

        self.lbl8.place(x=400, y=110)

        self.lbl9.place(x=400, y=130)

        self.lbl10.place(x=400, y=150)

        self.lbl11.place(x=400, y=170)

        self.lbl12.place(x=400, y=190)

        #COVERT BUTTON

        self.b1=Button(win, text='Convert', command=self.convert)

        self.b1.place(x=200, y=200) #BUTTON POSITION

        self.lbl4.place(x=100, y=250)

        self.t4.place(x=250, y=250)

    def convert(self):

        self.t4.delete(0, 'end')

        fromcoun=(self.t1.get())

        tocoun=(self.t2.get())

        ipamount=int(self.t3.get())

        for x in updc.keys():

              if x==fromcoun:

                 val1=updc[x]

        for x in updc.keys():

              if x==tocoun:

                  val2=updc[x]

                  print(val2)

        opamount=((ipamount\*val1)/val2)

        self.t4.insert(END, str(opamount))

window=Tk()

mywin=MyWindow(window)

window.title('CURRENCY CONVERTER')

window.geometry("600x500")

window.mainloop()

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        self.b1=Button(win, text='Convert', command=self.convert)

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        self.t4.place(x=250, y=250)

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                 val1=updc[x]

        for x in updc.keys():

              if x==tocoun:

                  val2=updc[x]

                  print(val2)

        opamount=((ipamount\*val1)/val2)

        self.t4.insert(END, str(opamount))

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