

8a.

Program:

"""

Write a Python program to create entry widgets for entering user name and password and display

entered text.

Hanif 231P044 / 01

"""

```
import tkinter as tk
```

```
from tkinter import messagebox
```

```
def display_text():
```

```
    username = username_entry.get()
```

```
    password = password_entry.get()
```

```
    messagebox.showinfo("Entered Details", f"Username: {username}\nPassword: {password}")
```

```
# Create main window
```

```
root = tk.Tk()
```

```
root.title("Login Form")
```

```
root.geometry("300x200")
```

```
# Create labels and entry widgets
```

```
tk.Label(root, text="Username:").pack(pady=5)
```

```
username_entry = tk.Entry(root)
```

```
username_entry.pack(pady=5)
```

```
tk.Label(root, text="Password:").pack(pady=5)
```

```
password_entry = tk.Entry(root, show="*") # Hides password input
```

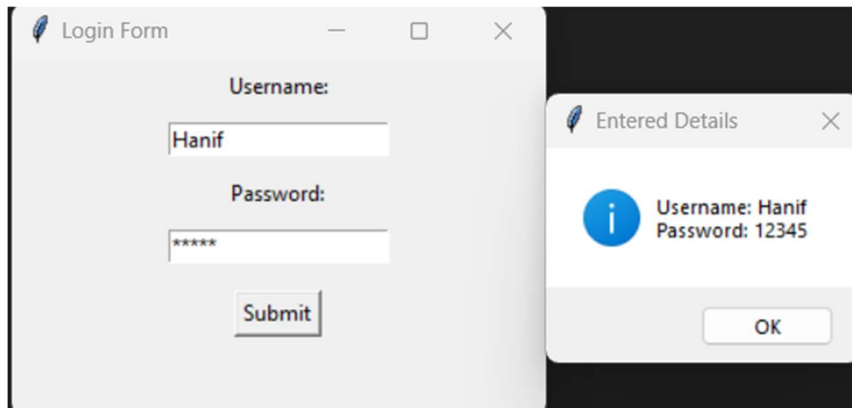
```
password_entry.pack(pady=5)
```

```
submit_btn = tk.Button(root, text="Submit", command=display_text)
```

```
submit_btn.pack(pady=10)
```

```
root.mainloop()
```

Output:



8b.

"""

Write a Python GUI password protected program.

HANIF 231P044 / 01

"""

```
import tkinter as tk
```

```
from tkinter import messagebox
```

```
# Predefined login credentials
```

```
CORRECT_USERNAME = "Hanif"
```

```
CORRECT_PASSWORD = "123456"
```

```
def check_login():
```

```
    username = username_entry.get()
```

```
    password = password_entry.get()
```

```
    if username == CORRECT_USERNAME and password == CORRECT_PASSWORD:
```

```
        messagebox.showinfo("Login Successful", "Welcome, Access Granted!")
```

```
        root.destroy() # Close login window
```

```
        open_protected_window() # Open protected window
```

```
    else:
```

```
        messagebox.showerror("Login Failed", "Invalid Username or Password")
```

```
def open_protected_window():
```

```

protected_window = tk.Tk()

protected_window.title("Protected Window")

protected_window.geometry("300x150")

tk.Label(protected_window, text="Welcome to the Protected Area!", font=("Arial",
12)).pack(pady=20)

exit_btn = tk.Button(protected_window, text="Exit",
command=protected_window.destroy)

exit_btn.pack()

protected_window.mainloop()

root = tk.Tk()

root.title("Login")

root.geometry("300x200")

tk.Label(root, text="Username:").pack(pady=5)

username_entry = tk.Entry(root)

username_entry.pack(pady=5)

tk.Label(root, text="Password:").pack(pady=5)

password_entry = tk.Entry(root, show="*") # Hide password input

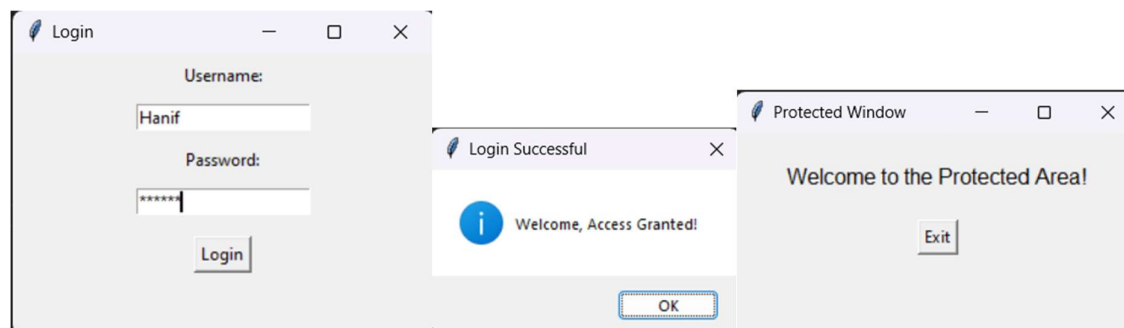
password_entry.pack(pady=5)

login_btn = tk.Button(root, text="Login", command=check_login)

root.mainloop()

```

OUTPUT:



8

"""

Write a program for creating GUI with python containing widgets such as labels, textbox, radio,

checkboxes, and custom dialog boxes etc.

Hanif 231P044 / 01

"""

```
import tkinter as tk
```

```
from tkinter import messagebox
```

```
def submit_form():
```

```
    name = name_entry.get()
```

```
    gender = gender_var.get()
```

```
    selected_options = [chk_text[i] for i in range(len(check_vars)) if check_vars[i].get()]
```

```
    if not name:
```

```
        messagebox.showerror("Input Error", "Please enter your name!")
```

```
        return
```

```
    msg = f"Name: {name}\nGender: {gender}\nSelected Options: {'',\n'.join(selected_options) if selected_options else 'None'}"
```

```
    messagebox.showinfo("Form Submitted", msg)
```

```
# Create main window
```

```
root = tk.Tk()
```

```
root.title("GUI Widgets Example")
```

```
root.geometry("350x400")
```

```
# Label
```

```
tk.Label(root, text="Enter Your Name:", font=("Arial", 12)).pack(pady=5)
```

```
name_entry = tk.Entry(root, width=30)
```

```
name_entry.pack(pady=5)
```

```
# Radio Buttons (Gender Selection)
```

```
tk.Label(root, text="Select Gender:", font=("Arial", 12)).pack(pady=5)
```

```

gender_var = tk.StringVar(value="None")
tk.Radiobutton(root, text="Male", variable=gender_var, value="Male").pack()
tk.Radiobutton(root, text="Female", variable=gender_var, value="Female").pack()
tk.Radiobutton(root, text="Other", variable=gender_var, value="Other").pack()

# Checkboxes (Hobbies Selection)
tk.Label(root, text="Select Interests:", font=("Arial", 12)).pack(pady=5)
check_vars = [tk.BooleanVar() for _ in range(3)]
chk_text = ["Reading", "Music", "Sports"]
for i in range(3):
    tk.Checkbutton(root, text=chk_text[i], variable=check_vars[i]).pack()

# Submit Button
submit_btn = tk.Button(root, text="Submit", command=submit_form)
submit_btn.pack(pady=10)

# Run the main loop
root.mainloop()

```

Output:

