```
"""Body Mass Index
mthorman_bodymassindex.py
6/12/2017
CSCI 23000
Create an application which prompts the user for his or her height and
weight. Use this
information to calculate the user's body mass index and provide feedback.
"""

from tkinter import *

class bmiAPP(Tk):      #Create a GUI that will determine BMI of user
      def __init__(self):
                  Tk.__init__(self)
                  self.headerFont = ("Helvetica", "18")

                  self.title("Body Mass Index (BMI) Calculator")
                  self.setInfo()

      def setInfo(self):    #Create labels/text fields for inputing height
and weight, as well as a button for calculating BMI
                  Label(self, text = "Body Mass Index (BMI) Calculator",
fg="blue",
                                    font = self.headerFont).grid(columnspan
= 7)

                 #Label for height in feet
                  Label(self, text = "Height(ft):", fg="blue",
font=("Helvetica", 12)).grid(row = 1, column = 0)
                  self.textHeightFt = Entry(self, font=("Helvetica", 12))
                  self.textHeightFt.grid(row = 1, column = 1 )

                  #Label for height in inches
                  Label(self, text = "Height(in):", fg="blue",
font=("Helvetica", 12)).grid(row = 1, column = 2)
                  self.textHeightIn = Entry(self, font=("Helvetica", 12))
                  self.textHeightIn.grid(row = 1, column = 3)

                  #Label for weight
                  Label(self, text = "Weight(lbs):", fg="blue",
font=("Helvetica", 12)).grid(row = 1, column = 5)
                  self.textWeight = Entry(self, font=("Helvetica", 12))
                  self.textWeight.grid(row = 1, column = 6)

                  #Button for calculating BMI
                  self.buttonCalc = Button(self, text = "Calculate BMI",
fg="blue", relief="raised", font=("Helvetica", 12), bg ="light blue")
                  self.buttonCalc.grid(row = 2, columnspan = 7)
                  self.buttonCalc["command"] = self.calcBMI
                  #Label for BMI output
                  Label(self, text = "BMI:", fg="blue", font=("Helvetica",
12)).grid(row = 3, column = 1)
                  self.labelBMI = Label(self, bg = "#fff", anchor = "w",
relief = "ridge", font=("Helvetica", 12))
```

```
                self.labelBMI.grid(row = 3, column = 2, sticky = "we")
                #Label for status output
                Label(self, text = "Status:", fg="blue",
font=("Helvetica", 12)).grid(row = 3, column = 3)
                self.labelBMIStatus = Label(self, bg="#fff", anchor =
"w", relief = "ridge", font=("Helvetica", 12))
                self.labelBMIStatus.grid(row = 3, column = 5, sticky
="we")

      def calcBMI(self):
                #Function for determing BMI of user.
                feet = int(self.textHeightFt.get())
                inches = int(self.textHeightIn.get())
                totalHeight = (12 * feet) + inches    #the totalheight is
= to the height in feet and height in inches
                weight = float(self.textWeight.get())
                bmi = weight * 703 / (totalHeight * totalHeight) #formula
for determining BMI
                self.labelBMI["text"] = "%.2f" % bmi


                #Provides the user with their status, which is going to
be underweight, normal,
                #overweight, or obese.
                if bmi < 18.5:
                            self.labelBMIStatus["text"] = "Underweight"
                elif bmi < 24.9:
                            self.labelBMIStatus["text"] = "Normal"
                elif bmi < 29.9:
                            self.labelBMIStatus["text"] = "Overweight"
                else:
                            self.labelBMIStatus["text"] = "Obese"



def main():   #Main function
      a = bmiAPP()
      a.mainloop()


if __name__ == "__main__":
      main()
```