Assg : Redesign existing graphical user interface with screen complexity

from tkinter import \*

from datetime import date

# initialized window

root = Tk()

root.geometry('350x300')

root.resizable(0, 0)

root.title('Age Calculator')

statement = Label(root)

# function to be define for calculating age

def ageCalc():

global statement

statement.destroy()

today = date.today()

birthDate = date(int(yearEntry.get()), int(

monthEntry.get()), int(dayEntry.get()))

age = today.year - birthDate.year

if today.month < birthDate.month or today.month == birthDate.month and

today.day < birthDate.day:

age -= 1

statement = Label(text=f"{nameValue.get()}'s age is {age}.")

statement.grid(row=6, column=1, pady=15)

# creating a label for person's name to display

l1 = Label(text="Candidate Name: ")

l1.grid(row=1, column=0)

nameValue = StringVar()

# creating a entry box for input

nameEntry = Entry(root, textvariable=nameValue)

# label for year in which user was born

l2 = Label(text="Born Year: ")

l2.grid(row=2, column=0)

yearValue = StringVar()

yearEntry = Entry(root, textvariable=yearValue)

# label for month in which user was born

l3 = Label(text="Born Month: ")

l3.grid(row=3, column=0)

monthValue = StringVar()

monthEntry = Entry(root, textvariable=monthValue)

# label for day/date on which user was born

l4 = Label(text="Born Day: ")

l4.grid(row=4, column=0)

dayValue = StringVar()

dayEntry = Entry(root, textvariable=dayValue)

# create a button for calculating age

button = Button(text="Calculate your age", command=ageCalc)

button.grid(row=5, column=1)

# infinite loop to run program

root.mainloop()

OUTPUT