**Database Connectivity Code:**

import pymysql as pq  
from tkinter import \*  
from tkinter import messagebox  
  
def add():  
 name=e1.get()  
 id=e2.get()  
 ava=e3.get()  
 try:  
 db = pq.connect('localhost', 'root', 'Sushant@1234', 'sushant')  
 cur =db.cursor()  
 query="""insert into python\_gui(name,id,ava) values(%s,%s,%s)"""  
 values=(name,id,ava)  
 cur.execute(query,values)  
 db.commit()  
 messagebox.showinfo("Information", "book added successfully")  
 except Exception as e:  
 print(e)  
 db.rollback()  
 finally:  
 db.close()  
def disp():  
 try:  
 db = pq.connect('localhost', 'root', 'Sushant@1234', 'sushant')  
 cur = db.cursor()  
 window.withdraw()  
 root = Tk()  
 root.geometry('600x600+0+50')  
  
 def get():  
 name=u.get()  
 que="""select \* from python\_gui where name='%s'"""%(name)  
 cur.execute(que)  
 stu=cur.fetchall()  
 print("before updating the values are \nNAME={0},BOOK ID={1},AVAILABLE COPIES={2}".format(stu[0][0],stu[0][1],stu[0][2]))  
 idddd=stu[0][1]  
 idd=stu[0][2]  
 u2 = Label(root, text="OLD BOOK ID IS->")  
 u2.place(x=50, y=125)  
  
 u3 = Label(root, text="OLD NO OF COPIES ARE->")  
 u3.place(x=50, y=210)  
  
 l1 = Label(root, text=idd)  
 l1.place(x=250, y=210)  
  
 l0 = Label(root, text=idddd)  
 l0.place(x=250, y=125)  
  
 l11 = Label(root, text="ENTER THE NEW BOOK ID->")  
 l11.place(x=50, y=300)  
  
 ull = Entry(root)  
 ull.place(x=250, y=300)  
  
 l22 = Label(root, text="ENTER THE NEW COPIES OF BOOK->")  
 l22.place(x=50, y=370)  
  
 ul2 = Entry(root)  
 ul2.place(x=250, y=370)  
 def updatee():  
 x=ull.get()  
 y=ul2.get()  
 quee="""update python\_gui set id='%s',ava='%s' where name='%s'"""%(x,y,name)  
 cur.execute(quee)  
 db.commit()  
 print("after updating the values=\n NAME={0},BOOK ID={1},AVAILABLE COPIES={2}".format(name,x,y))  
 messagebox.showinfo("Information", "BOOK UPDATED successfully")  
  
 b22 = Button(root, text="UPDATE VALUE", bg="red", fg="white", command=updatee)  
 b22.place(x=150, y=450)  
 u1 = Label(root, text="ENTER THE NAME OF THE BOOK->")  
 u1.place(x=50, y=50)  
 u = Entry(root)  
 u.place(x=250, y=50)  
 b11 = Button(root, text="GET DETAILS", fg="white", bg="blue",command=get)  
 b11.place(x=50, y=450)  
 root.mainloop()  
 except Exception as e:  
 print(e)  
 db.rollback()  
 finally:  
 db.close()  
def clearScreen():  
 x.set("")  
 y.set("")  
 z.set("")  
  
  
window=Tk()  
window.geometry('600x600+0+50')  
  
x=StringVar()  
y=StringVar()  
z=StringVar()  
l1=Label(window,text="ENTER BOOKS NAME ->")  
l1.place(x=100,y=50)  
  
e1=Entry(window,text=x)  
e1.place(x=250,y=50)  
  
l2=Label(window,text="BOOK ID->")  
l2.place(x=100,y=100)  
  
e2=Entry(window,text=y)  
e2.place(x=250,y=100)  
  
l3=Label(window,text="NUMBER OF BOOKS->")  
l3.place(x=100,y=150)  
  
e3=Entry(window,text=z)  
e3.place(x=250,y=150)  
  
b2=Button(window,text="UPDATE BOOK",bg="red",fg="white",command=disp)  
b2.place(x=200,y=400)  
  
b3=Button(window,text="CLEAR",bg="yellow",fg="red",command=clearScreen)  
b3.place(x=350,y=400)  
  
b1=Button(window,text="ADD BOOK",fg="white",bg="blue",command=add)  
b1.place(x=100,y=400)  
  
window.mainloop()

**Output ScreenShot:**



