```
import tkinter as tk

# Function to display the multiplication table
def display_table():
    try:
        num = int(entry.get()) # Get the number entered by the user
        result_text.delete(1.0, tk.END)  # Clear the previous result
        for i in range(1, 11):
            result_text.insert(tk.END, f"{num} x {i} = {num * i}\n")
    except ValueError:
        result_text.delete(1.0, tk.END)
        result_text.insert(tk.END, "Please enter a valid number.")

# Create the main application window
root = tk.Tk()
root.title("Multiplication Table")

# Create and place GUI components
label = tk.Label(root, text="Enter a number:")
label.pack()

entry = tk.Entry(root)
entry.pack()

button = tk.Button(root, text="Display Table", command=display_table)
button.pack()

result_text = tk.Text(root, height=10, width=30)
result_text.pack()

# Start the GUI event loop
root.mainloop()
```

```
class Shape:

        pass

class Square(Shape):

        def__init__(self,l2):

                self.l=l2

        def SArea(self):

                a=self.l * self.l

                print("Area of Square:", a)

        def SPerimeter(self):
```

```
            p=4 * self.l
            print("Perimeter of Square:",p)
class Circle(Shape):
    def_init__(self,r2):
            self.r=r2
    def CArea(self):
            a=3.14 * self.r * self.r
            print("Area of Circle:", a)
    def SCircumference(self):
            c=2 * 3.14 * self.r
            print("Circumference of Circle:",c)
#main body
l1=int(input("Enter Length of Square: "))
obj=Square(l1)
obj.SArea()
obj.SPerimeter()

r1=int(input("Enter Radius of Circle: "))
obj=Circle(r1)
obj.CArea()
obj.SCircumference()
```