



Python Assignment – (Tkinter)

1. Develop a simple login system with a username and password field. Implement user authentication, and show a success message if the login is successful, or an error message if the login fails.
2. Build a currency converter application that converts between different currencies. The user should be able to enter an amount, select the input currency, select the output currency, and see the converted amount.
3. Design a basic calculator to perform +, -, /, *
4. Quiz Game: Create an interactive quiz game with multiple-choice questions. Display questions one at a time and allow the user to select an answer. Provide feedback on whether the selected answer is correct or incorrect.