

## Login Form - 1

### Account Login Form

```
# import modules
from tkinter import *
import os

# Designing window for registration

def register():
    global register_screen
    register_screen = Toplevel(main_screen)
    register_screen.title("Register")
    register_screen.geometry("300x250")

    global username
    global password
    global username_entry
    global password_entry
    username = StringVar()
    password = StringVar()

    Label(register_screen, text="Please enter details below",
          bg="blue").pack()
    Label(register_screen, text="").pack()
    username_lable = Label(register_screen, text="Username * ")
    username_lable.pack()
    username_entry = Entry(register_screen, textvariable=username)
    username_entry.pack()
    password_lable = Label(register_screen, text="Password * ")
    password_lable.pack()
    password_entry = Entry(register_screen, textvariable=password, show='*')
    password_entry.pack()
    Label(register_screen, text="").pack()
    Button(register_screen, text="Register", width=10, height=1, bg="blue",
           command=register_user).pack()

# Designing window for login

def login():
    global login_screen
    login_screen = Toplevel(main_screen)
    login_screen.title("Login")
    login_screen.geometry("300x250")
    Label(login_screen, text="Please enter details below to login").pack()
    Label(login_screen, text="").pack()

    global username_verify
```

```

global password_verify

username_verify = StringVar()
password_verify = StringVar()

global username_login_entry
global password_login_entry

Label(login_screen, text="Username * ").pack()
username_login_entry = Entry(login_screen, textvariable=username_verify)
username_login_entry.pack()
Label(login_screen, text "").pack()
Label(login_screen, text="Password * ").pack()
password_login_entry = Entry(login_screen, textvariable=password_verify,
show='*')
password_login_entry.pack()
Label(login_screen, text "").pack()
Button(login_screen, text="Login", width=10, height=1,
command=login_verify).pack()

# Implementing event on register button
def register_user():
    username_info = username.get()
    password_info = password.get()

    file = open(username_info, "w")
    file.write(username_info + "\n")
    file.write(password_info)
    file.close()

    username_entry.delete(0, END)
    password_entry.delete(0, END)

    Label(register_screen, text="Registration Success", fg="green",
font=("calibri", 11)).pack()

# Implementing event on login button

def login_verify():
    username1 = username_verify.get()
    password1 = password_verify.get()
    username_login_entry.delete(0, END)
    password_login_entry.delete(0, END)

    list_of_files = os.listdir()
    if username1 in list_of_files:
        file1 = open(username1, "r")
        verify = file1.readlines()
        if password1 in verify:
            login_sucess()

    else:
        password_not_recognised()

```

```
        else:
            user_not_found()

# Designing popup for login success

def login_sucess():
    global login_success_screen
    login_success_screen = Toplevel(login_screen)
    login_success_screen.title("Success")
    login_success_screen.geometry("150x100")
    Label(login_success_screen, text="Login Success").pack()
    Button(login_success_screen, text="OK",
           command=delete_login_success).pack()

# Designing popup for login invalid password

def password_not_recognised():
    global password_not_recog_screen
    password_not_recog_screen = Toplevel(login_screen)
    password_not_recog_screen.title("Success")
    password_not_recog_screen.geometry("150x100")
    Label(password_not_recog_screen, text="Invalid Password ").pack()
    Button(password_not_recog_screen, text="OK",
           command=delete_password_not_recognised).pack()

# Designing popup for user not found

def user_not_found():
    global user_not_found_screen
    user_not_found_screen = Toplevel(login_screen)
    user_not_found_screen.title("Success")
    user_not_found_screen.geometry("150x100")
    Label(user_not_found_screen, text="User Not Found").pack()
    Button(user_not_found_screen, text="OK",
           command=delete_user_not_found_screen).pack()

# Deleting popups

def delete_login_success():
    login_success_screen.destroy()

def delete_password_not_recognised():
    password_not_recog_screen.destroy()

def delete_user_not_found_screen():
    user_not_found_screen.destroy()

# Designing Main(first) window
```

```

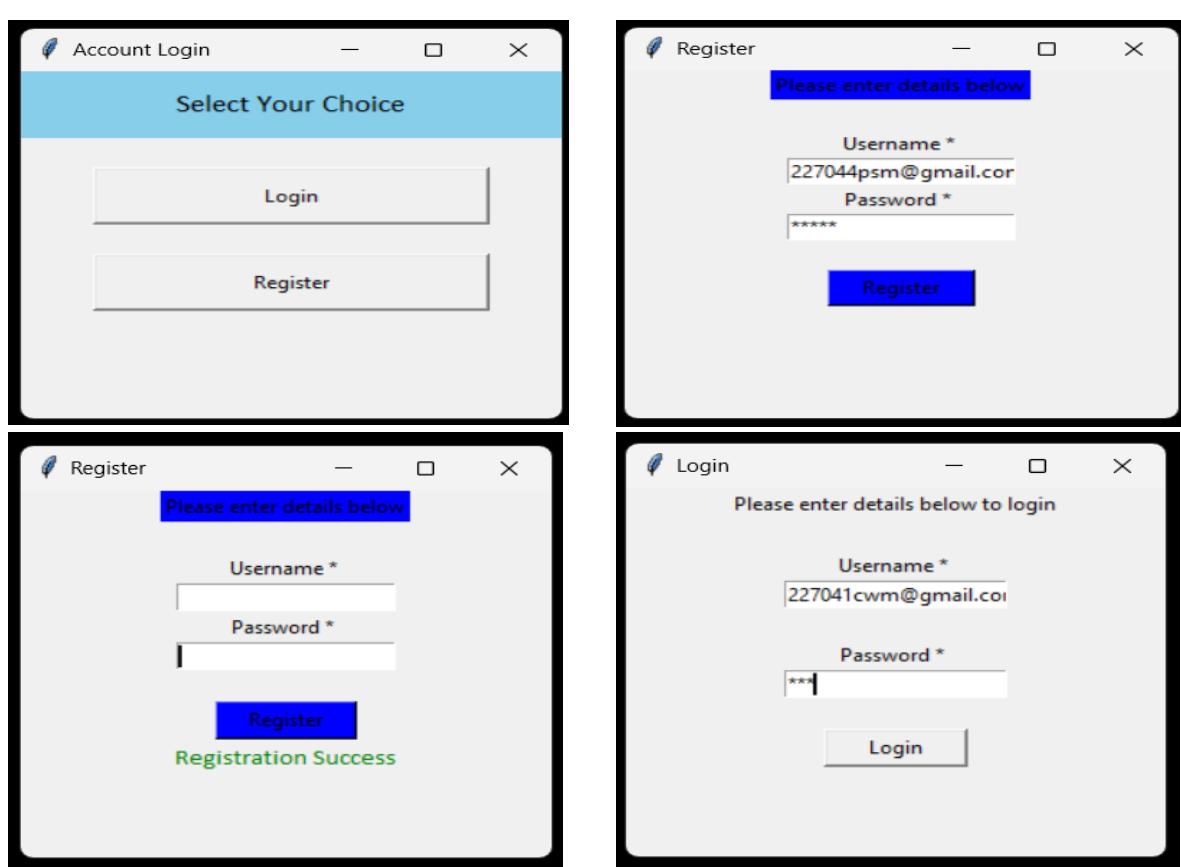
def main_account_screen():
    global main_screen
    main_screen = Tk()
    main_screen.geometry("300x250")
    main_screen.title("Account Login")
    Label(text="Select Your Choice", bg="sky blue", width="300", height="2",
font=("Calibri", 13)).pack()
    Label(text="").pack()
    Button(text="Login", height="2", width="30", command=login).pack()
    Label(text="").pack()
    Button(text="Register", height="2", width="30", command=register).pack()

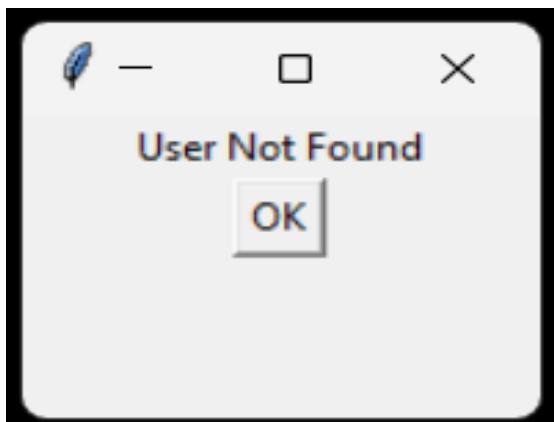
    main_screen.mainloop()

main_account_screen()

```

**Output:**



A window titled "Login" with a blue feather icon in the top-left corner. It contains the text "Please enter details below to login".

Username \*  
022corbp@gmail.com

Password \*  
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