#PYCODE PROJECT

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#RANDOM PASSWORD GENERATOR

#Python program to generate random

# Password using Tkinter module

import tkinter as tk

from random import \*

from tkinter import \*

#initializing charecters for the password

char1="ABCDEFGHIJKLMNOPQRTUVWXYZ"

char2=char1.lower()

char3="!@#$%^&\*()"

char4="0123456789"

#defining message function

def message(lowercase\_let,uppercase\_let,special\_char,amt\_num,your\_passwd):

print("Welcome to your random password generator!")

print("Please select the length of each of your characters")

your\_passwd.set(userGen(lowercase\_let,uppercase\_let,special\_char,amt\_num))

#defining userGen function

def userGen(lowercase\_let,uppercase\_let,special\_char,amt\_num):

upper=int(uppercase\_let.get())

lower=int(lowercase\_let.get())

spec=int(special\_char.get())

num=int(amt\_num.get())

return passGen(upper,lower,spec,num)

#defining passGen function

def passGen(upper,lower,spec,num):

new\_password=""

#To combine the total inputs given by the User

if (upper+lower+spec+num)<6:

print("Please enter minimum 6 letters.")

else:

for i in range(upper):

new\_password+=choice(char1)

for x in range(lower):

new\_password+=choice(char2)

for y in range(spec):

new\_password+=choice(char3)

for z in range(num):

new\_password+=choice(char4)

pass\_word=list(new\_password)

shuff=shuffle(pass\_word)

new\_pass="".join(pass\_word)

return new\_pass

#creating a GUI Window

window = tk.Tk()

window.title('RANDOM PASSWORD GENERATOR')

window.geometry("800x400")

window.configure(bg = 'turquoise')

#Adding label

Label(window, text = 'WELCOME TO RANDOM PASSWORD GENERATOR', bg = 'turquoise', fg='red', font=('bold',17)).place(x=125, y=30)

Label(window, text = 'Please select the length of your charecter-', bg = 'turquoise', fg='red', font=('bold', 15)).place(x=175, y=80)

Label(window, text = 'Amount of lowercase letters:', bg = 'turquoise', fg ='red', font=('bold', 15)).place(x=50, y=120)

Label(window, text = 'Amount of uppercase letters:', bg = 'turquoise', fg ='red', font=('bold', 15)).place(x=50, y =160)

Label(window, text = 'Amount of special charecters:', bg = 'turquoise', fg ='red', font=('bold', 15)).place(x=50, y =200)

Label(window, text = 'Amount of num:', fg ='red' , bg = 'turquoise', font=('bold', 15)).place(x=50, y =240)

Label(window, text = 'Your Password is:', fg ='red', bg = 'turquoise', font=('bold', 15)).place(x=50, y =350)

#Adding entry

t=StringVar()

lowercase\_let = Entry(window, width = 30, textvariable = StringVar())

lowercase\_let.place(x = 500, y = 120)

uppercase\_let = Entry(window, width = 30, textvariable = StringVar())

uppercase\_let.place(x = 500, y = 160)

special\_char = Entry(window, width = 30, textvariable = StringVar())

special\_char.place(x = 500, y = 200)

amt\_num= Entry(window, width = 30, textvariable = StringVar())

amt\_num.place(x = 500, y = 240)

your\_passwd = Entry(window, width = 30, textvariable = t)

your\_passwd.place(x= 500, y= 350)

#submit button

submit = Button(window, text = "Submit", font = ('bold', 12), command = lambda:(message(lowercase\_let,uppercase\_let,special\_char,amt\_num,t)), width = 10)

submit.place(x = 350, y = 310)

window.mainloop()