ORIIGINAL:

from tkinter import \*  
from tkinter import messagebox  
  
# Create window  
window = Tk()  
window.geometry("600x500")  
window.title("CALCULATION")  
window.config(bg="cyan")  
  
  
# Function to calculate water bill  
def CalculateUnit():  
 name = Name\_Entry.get()  
 age = Age\_Entry.get()  
 water\_usage = Water\_Entry.get()  
  
 # Check if any fields are empty  
 if not name or not age or not water\_usage:  
 messagebox.showerror("ERROR", "Please fill in all the fields.")  
 return  
  
 try:  
 water = float(water\_usage)  
  
 if water < 0:  
 messagebox.showerror("ERROR", "Water usage cannot be negative.")  
 return  
  
 # Bill calculation logic  
 if water <= 30:  
 bill = water \* 2.50  
 elif water <= 60:  
 bill = (30 \* 2.50) + ((water - 30) \* 3.50)  
 else:  
 bill = (30 \* 2.50) + (30 \* 3.50) + ((water - 60) \* 5.00)  
  
 result = (f"Name: {name}\n"  
 f"Age: {age}\n"  
 f"Water Usage: {water} m³\n"  
 f"Total Bill: RM {bill:.2f}")  
  
 messagebox.showinfo("CALCULATION RESULT", result)  
  
 except ValueError:  
 messagebox.showerror("ERROR", "Please enter a valid number for water usage.")  
  
  
# Clear input fields with confirmation  
def clear\_fields():  
 confirm = messagebox.askyesno("CONFIRM CLEAR", "ARE YOU SURE YOU WANT TO CLEAR THE FIELDS?")  
 if confirm:  
 Name\_Entry.delete(0, END)  
 Age\_Entry.delete(0, END)  
 Water\_Entry.delete(0, END)  
 messagebox.showinfo("FIELDS CLEARED", "All fields have been cleared.")  
  
  
# Exit the application with confirmation  
def exit\_app():  
 if messagebox.askyesno("CONFIRM EXIT", "ARE YOU SURE YOU WANT TO EXIT?"):  
 window.destroy()  
  
  
# GUI Layout  
Label(window, text="WELCOME TO THE CALCULATION", font=("Arial", 16, "bold"), bg="white", fg="black").place(x=130, y=20)  
  
Label(window, text="NAME:", font=("Arial", 12, "bold"), bg="white", fg="black").place(x=50, y=70)  
Name\_Entry = Entry(window, font=("Arial", 12, "bold"), width=30)  
Name\_Entry.place(x=250, y=70)  
  
Label(window, text="AGE:", font=("Arial", 12, "bold"), bg="white", fg="black").place(x=50, y=110)  
Age\_Entry = Entry(window, font=("Arial", 12, "bold"), width=30)  
Age\_Entry.place(x=250, y=110)  
  
Label(window, text="WATER USAGE:", font=("Arial", 12, "bold"), bg="white", fg="black").place(x=50, y=150)  
Water\_Entry = Entry(window, font=("Arial", 12, "bold"), width=30)  
Water\_Entry.place(x=250, y=150)  
  
# Buttons  
Button(window, text="CALCULATE", command=CalculateUnit, font=("Arial", 10, "bold"), bg="white", fg="black",  
 width=12).place(x=150, y=210)  
Button(window, text="CLEAR", command=clear\_fields, font=("Arial", 10, "bold"), bg="white", fg="black", width=12).place(  
 x=260, y=210)  
Button(window, text="EXIT", command=exit\_app, font=("Arial", 10, "bold"), bg="white", fg="black", width=12).place(x=370,  
 y=210)  
  
# Run the app  
window.mainloop()

AREA DAN PARAMETER

from tkinter import \*  
from tkinter import messagebox  
  
# Function to calculate electricity bill  
def calculate\_bill():  
 try:  
 name = entryName.get()  
 age = entryAge.get()  
 units = float(entryUnits.get())  
  
 # Validation  
 if not name or not age or units < 0:  
 raise ValueError  
  
 # Bill calculation  
 if units <= 100:  
 bill = units \* 0.21  
 elif units <= 200:  
 bill = (100 \* 0.21) + ((units - 100) \* 0.35)  
 else:  
 bill = (100 \* 0.21) + (100 \* 0.35) + ((units - 200) \* 0.50)  
  
 messagebox.showinfo("Electricity Bill Result",  
 f"\*\n"  
 f"Electricity Bill Calculator\n"  
 f"Name: {name}\n"  
 f"Age: {age}\n"  
 f"Units Consumed: {units:.2f} units\n"  
 f"Total Bill: RM {bill:.2f}\n"  
 f"Thank you for using our system!\n"  
 f"\*")  
  
 except ValueError:  
 messagebox.showerror("Invalid Input", "Please enter valid details. All fields must be filled with valid values.")  
  
# Function to clear fields  
def clear\_fields():  
 entryName.delete(0, END)  
 entryAge.delete(0, END)  
 entryUnits.delete(0, END)  
 messagebox.showinfo("Clear Fields", "All input fields have been cleared.")  
  
# Function to exit window  
def exit\_app():  
 if messagebox.askyesno("Confirm Exit", "Are you sure you want to exit?"):  
 window.destroy()  
  
# --- GUI SETUP ---  
window = Tk()  
window.title("Electricity Bill Calculator")  
window.geometry("400x350")  
window.config(background='lightblue')  
  
# Title  
lblTitle = Label(window, font=('Arial', 13, 'bold'), text='Electricity Bill Calculator:')  
lblTitle.place(x=70, y=30)  
lblTitle.config(background='lightblue', fg='#2c3e50')  
  
# Name  
lblName = Label(window, font=('Arial', 10, 'bold'), text='Name:')  
lblName.place(x=40, y=80, width=110)  
lblName.config(background='#3498db', fg='white')  
entryName = Entry(window)  
entryName.place(x=170, y=80)  
  
# Age  
lblAge = Label(window, font=('Arial', 10, 'bold'), text='Age:')  
lblAge.place(x=40, y=120, width=110)  
lblAge.config(background='#3498db', fg='white')  
entryAge = Entry(window)  
entryAge.place(x=170, y=120)  
  
# Units  
lblUnits = Label(window, font=('Arial', 10, 'bold'), text='Total Units (kWh):')  
lblUnits.place(x=40, y=160, width=110)  
lblUnits.config(background='#3498db', fg='white')  
entryUnits = Entry(window)  
entryUnits.place(x=170, y=160)  
  
# Button styling  
button\_style = {"width": "10", "bg": "BLACK", "fg": "#fcfafc"}  
  
# Buttons  
btnCalc = Button(window, font=('Arial', 10, 'bold'), text='Calculate', command=calculate\_bill, \*\*button\_style)  
btnCalc.place(x=50, y=230)  
  
btnClear = Button(window, font=('Arial', 10, 'bold'), text='Clear', command=clear\_fields, \*\*button\_style)  
btnClear.place(x=150, y=230)  
  
btnExit = Button(window, font=('Arial', 10, 'bold'), text='Exit', command=exit\_app, \*\*button\_style)  
btnExit.place(x=250, y=230)  
  
# Start main loop  
window.mainloop()