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import tkinter as tk
from tkinter import messagebox

def calculate_bmi():
    try:
        weight = float(weight_entry.get())
        height_cm = float(height_entry.get())
        height_m = height_cm / 100  # convert cm to meters

        if weight <= 0 or height_cm <= 0:
            messagebox.showwarning("Invalid Input", "Weight and height must be greater than zero.")
            return

        bmi = weight / (height_m ** 2)
        bmi = round(bmi, 2)

        if bmi < 18.5:
            status = "Underweight"
        elif 18.5 <= bmi < 24.9:
            status = "Normal weight"
        elif 25 <= bmi < 29.9:
            status = "Overweight"
        else:
            status = "Obese"
```

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        result_var.set(f"BMI: {bmi}\nStatus: {status}")
    except ValueError:
        messagebox.showerror("Input Error", "Please enter valid numbers.")

# --- GUI setup ---
root = tk.Tk()
root.title("BMI Calculator")
root.geometry("350x300")
root.resizable(False, False)

# Labels and entries
tk.Label(root, text="Enter Weight (kg):", font=("Arial", 12)).pack(pady=10)
weight_entry = tk.Entry(root, font=("Arial", 14), justify="center")
weight_entry.pack()

tk.Label(root, text="Enter Height (cm):", font=("Arial", 12)).pack(pady=10)
height_entry = tk.Entry(root, font=("Arial", 14), justify="center")
height_entry.pack()

# Calculate button
calc_button = tk.Button(root, text="Calculate BMI", font=("Arial", 12),
command=calculate_bmi)
calc_button.pack(pady=15)

# Result display
result_var = tk.StringVar()
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result_label = tk.Label(root, textvariable=result_var, font=("Arial", 14), fg="blue",
justify="center")

result_label.pack(pady=10)


# Run app

root.mainloop()
```