“FUNCTIONS AND MODULES USED IN OUR PROGRAM”

FUNCTIONS

1)clean(): Replaces all the URLs in the given text with the replacement string.

2)print(): Prints to the standard output device.

3)generate\_layers(): The function that generate different backgrounds.

4)range(6): 6 different backgrounds being created.

5)convertImage() : To convert image in a given module

6)generate\_nft(): It creates the combination of layers

7)showOut(): Shows a sample output NFT

8)time.sleep(10): it will take 10sec to show output NFT after that it will start showing NFT

9)fPath: Path to the GUI

10)args:Just the parameter name.

11)def: It’s used to define a function.

12)Count():**Returns the number of times an object appears in a list**

MODULES

1)import:  This statement allows you to make use of data and functionality from a module which isn’t the current one.

2)PIL: **Python Image library** which provides the python interpreter with image editing capabilities

3)Random: It provides a random module in it provides a random module in order to generate random numbers.

4)os: The **os** module in python provides function for interacting with the operating system.

5)time: **Time** module in Python provides various time-related functions.

6)threading: **Threading** is a process of running multiple threads at the same time and threading module includes a simple way to implement a locking mechanism that is used to synchronize the threads. We are using threading in t0 and t1 in our program

T0:First will generate nft

7)subprocess: A **subprocess** in Python is a**task that a python script delegates to the Operative system (OS).**

8)sys: The **sys module** in Python provides various functions and variables that are used to manipulate different parts of the Python runtime environment. It allows operating on the interpreter as it provides access to the variables and functions that interact strongly with the interpreter.

9) Tkinter: **Tkinter** is the inbuilt python module that is used to create GUI applications.

10)pack(): Put a widget inside a frame (or any other container widget), and have it fill the entire frame