from tkinter import \* #Bibliotekadan tkinterni import qilish  
from tkinter import messagebox  
import pickle #pikl - kiritilgan suzlarni baytga aylantirish. Unpickle - teskarisi  
root = Tk()  
root.geometry("500x500")  
root.title ("Войти в систему")  
  
def registration(): #Registratsiya qilish bo`limi  
 text = Label(text="Для входа в систему - зарегистрируйтесь!")  
 text.config(font=("forte",16,"bold"))  
 text.config(bg="#7561db")  
 text.config(fg="#FFFFE0")  
 text\_log = Label(text="Введите ваш логин:")  
 text\_log.config(font=("forte",16,"bold"))  
 text\_log.config(bg="#dd17f7")  
 text\_log.config(fg="#FFFFE0")  
 registr\_login = Entry()  
 text\_password1 = Label(text="Введите ваш парол:")  
 text\_password1.config(font=("forte",16,"bold"))  
 text\_password1.config(bg="#dd17f7")  
 text\_password1.config(fg="#FFFFE0")  
 registr\_password1 = Entry(show="\*")  
 text\_password2 = Label(text="подвердите ваш парол:")  
 text\_password2.config(font=("forte",16,"bold"))  
 text\_password2.config(bg="#dd17f7")  
 text\_password2.config(fg="#FFFFE0")  
 registr\_password2 = Entry(show="\*")  
 button\_registr = Button(text="Зарегистрироваться!", command=lambda: save()) #Registr tugmasi bosilganda save funksiyasi iwga tuwadi  
 button\_registr.config(font=("forte",16,"bold"))  
 button\_registr.config(bg="#7561db")  
 button\_registr.config(fg="#FFFFE0")  
  
 text.pack()  
 text\_log.pack()  
 registr\_login.pack()  
 text\_password1.pack()  
 registr\_password1.pack()  
 text\_password2.pack()  
 registr\_password2.pack()  
 button\_registr.pack()  
  
 def save(): #login va parolni saqlash  
 login\_pass\_save = {}  
 login\_pass\_save[registr\_login.get()] = registr\_password1.get()  
 f = open("login.txt", "wb")  
 pickle.dump(login\_pass\_save, f)  
 f.close()  
 login()  
  
  
def login(): #avtorizatsiya bo`limi  
 text\_log = Label(text="Теперь вы можете войти в систему! ")  
 text\_log.config(font=("forte",16,"bold"))  
 text\_log.config(bg="#7561db")  
 text\_log.config(fg="#FFFFE0")  
 text\_enter\_login = Label(text="Введите ваш логин:")  
 text\_enter\_login.config(font=("forte",16,"bold"))  
 text\_enter\_login.config(bg="#dd17f7")  
 text\_enter\_login.config(fg="#FFFFE0")  
 enter\_login = Entry()  
 text\_enter\_password = Label(text="Введите ваш парол:")  
 text\_enter\_password.config(font=("forte",16,"bold"))  
 text\_enter\_password.config(bg="#dd17f7")  
 text\_enter\_password.config(fg="#FFFFE0")  
 enter\_password = Entry(show="\*")  
 button\_enter = Button(text="Войти", command=lambda: log\_pass()) #kirish bosilganda login va parol tekshiriladi!  
 button\_enter.config(font=("forte",16,"bold"))  
 button\_enter.config(bg="#7561db")  
 button\_enter.config(fg="#FFFFE0")  
  
 text\_log.pack()  
 text\_enter\_login.pack()  
 enter\_login.pack()  
 text\_enter\_password.pack()  
 enter\_password.pack()  
 button\_enter.pack()  
  
 def log\_pass(): #login va parolni tekshirish  
 f = open("login.txt", "rb") #login.txtni uqish rb-bu read  
 a = pickle.load(f)  
 f.close()  
 if enter\_login.get() in a:  
 if enter\_password.get() ==a[enter\_login.get()]: #agar parol va login tugri bulsa  
 messagebox.showinfo("Вход выполнен", "Вы успешно вошли в аккаунт")  
 else:  
 messagebox.showerror("Ошибка", "Вы ввели не правилный логин или пароль")  
 else:  
 messagebox.showerror("Ошибка", "Вы ввели не правилный пароль")  
  
registration()  
  
  
root.mainloop()  
  
  
def click():  
 global count  
def showtelnumber():  
 return messagebox.showinfo('ULTRA GAMING PC', '99-4044443')  
def korzinka():  
 return messagebox.showinfo('ULTRA GAMING PC', 'Korzinkaga saqlandi! Mening korzinkamdan topishingiz mumkin!')  
def manzil():  
 return messagebox.showinfo('ULTRA GAMING PC', 'Toshkent shahar "Malika" bozori 37a')  
def comment():  
 return messagebox.showinfo('ULTRA GAMING PC', 'Kommentingizni yozing >') and Entry()  
def close():  
 return messagebox.showinfo('ULTRA GAMING PC', 'Magazin yopildi! Tashrifingiz uchun rahmat') and sys.exit()  
def nxt():  
 return messagebox.showinfo('ULTRA GAMING PC', 'Marhamat! Keyngi sborka!')  
def sotib\_olish():  
 return messagebox.showinfo('ULTRA GAMING PC', 'Click orqali to`lovni amalga oshiring!')  
def buyurtma():  
 return messagebox.showinfo('ULTRA GAMING PC', 'Yetkazib berish uchun manzilingizni qoldiring!')  
  
window = Tk()  
window.title('ULTRA GAMING PC #77')  
button = Button(window, text\_="Tel raqamini ko`rsatish")  
button.config(command=showtelnumber) #kopka funksiyasi  
button.config(font=("forte",16,"bold"))  
button.config(bg="#DB7093")  
button.config(fg="#FFFFE0")  
button.config(activebackground="#FEEDA9")  
button.config(activebackground="#4BEED6")  
  
button1 = Button(text\_="Korzinkaga qo`shish")  
button1.config(command=korzinka) #kopka funksiyasi  
button1.config(font=("forte",16,"bold"))  
button1.config(bg="#DB7093")  
button1.config(fg="#FFFFE0")  
button1.config(activebackground="#FEEDA9")  
button1.config(activebackground="#4BEED6")  
  
button2 = Button(text\_="Manzilni ko`rsatish")  
button2.config(command=manzil) #kopka funksiyasi  
button2.config(font=("forte",16,"bold"))  
button2.config(bg="#DB7093")  
button2.config(fg="#FFFFE0")  
button2.config(activebackground="#FEEDA9")  
button2.config(activebackground="#4BEED6")  
  
button3 = Button(text\_="kommentariya qoldirish")  
button3.config(command=comment) #kopka funksiyasi  
button3\_comment = Label  
button3\_comment = Entry()  
button3\_comment.config(text\_="kommentariyani junatish")  
button3\_comment.config(font=("forte",16,"bold"))  
button3\_comment.config(bg="#DB7093")  
button3\_comment.config(fg="#FFFFE0")  
button3.config(font=("forte",16,"bold"))  
button3.config(bg="#DB7093")  
button3.config(fg="#FFFFE0")  
button3.config(activebackground="#FEEDA9")  
button3.config(activebackground="#4BEED6")  
  
button10 = Button(text\_="Sotib olish")  
button10.config(command=sotib\_olish) #kopka funksiyasi  
button10.config(font=("forte",16,"bold"))  
button10.config(bg="#DB7093")  
button10.config(fg="#FFFFE0")  
button10.config(activebackground="#FEEDA9")  
button10.config(activebackground="#4BEED6")  
  
button11 = Button(text\_="Buyurtma qilish")  
button11.config(command=buyurtma) #kopka funksiyasi  
button11.config(font=("forte",16,"bold"))  
button11.config(bg="#DB7093")  
button11.config(fg="#FFFFE0")  
button11.config(activebackground="#FEEDA9")  
button11.config(activebackground="#4BEED6")  
  
button3\_nxt = Button(text\_="Keyingi Kompyuterga o`tish")  
button3\_nxt.config(command=nxt) #kopka funksiyasi  
button3\_nxt.config(font=("forte",16,"bold"))  
button3\_nxt.config(bg="#DB7093")  
button3\_nxt.config(fg="#FFFFE0")  
button3\_nxt.config(activebackground="#FEEDA9")  
button3\_nxt.config(activebackground="#4BEED6")  
  
button4 = Button(text\_="Magazindan chiqish")  
button4.config(command=close) #kopka funksiyasi  
button4.config(font=("forte",16,"bold"))  
button4.config(bg="#DB7093")  
button4.config(fg="#FFFFE0")  
button4.config(activebackground="#FEEDA9")  
button4.config(activebackground="#4BEED6")  
  
#Fon  
image = PhotoImage(file=r"D:/foto/test1.png")  
image.config(width=480)  
image.config(height=480)  
button.config(image=image) #width=300, #height=300  
button.config(compound="top")  
  
#button.config(state= DISABLED)  
  
lable1 = Label(window)  
lable1.config(font=("Monospace"))  
lable1.pack()  
button.pack()  
button1.pack()  
button2.pack()  
button3.pack()  
button3\_comment.pack()  
button10.pack()  
button11.pack()  
button3\_nxt.pack()  
button4.pack()  
  
  
root.mainloop()  
  
window.mainloop()  
  
window = Tk()  
window.title('ULTRA GAMING PC #78')  
button = Button(window, text\_="Tel raqamini ko`rsatish")  
button.config(command=showtelnumber) #kopka funksiyasi  
button.config(font=("forte",16,"bold"))  
button.config(bg="#DB7093")  
button.config(fg="#FFFFE0")  
button.config(activebackground="#FEEDA9")  
button.config(activebackground="#4BEED6")  
  
button1 = Button(text\_="Korzinkaga qo`shish")  
button1.config(command=korzinka) #kopka funksiyasi  
button1.config(font=("forte",16,"bold"))  
button1.config(bg="#DB7093")  
button1.config(fg="#FFFFE0")  
button1.config(activebackground="#FEEDA9")  
button1.config(activebackground="#4BEED6")  
  
button2 = Button(text\_="Manzilni ko`rsatish")  
button2.config(command=manzil) #kopka funksiyasi  
button2.config(font=("forte",16,"bold"))  
button2.config(bg="#DB7093")  
button2.config(fg="#FFFFE0")  
button2.config(activebackground="#FEEDA9")  
button2.config(activebackground="#4BEED6")  
  
button3 = Button(text\_="kommentariya qoldirish")  
button3.config(command=comment) #kopka funksiyasi  
button3\_comment = Label  
button3\_comment = Entry()  
button3\_comment.config(text\_="kommentariyani junatish")  
button3\_comment.config(font=("forte",16,"bold"))  
button3\_comment.config(bg="#DB7093")  
button3\_comment.config(fg="#FFFFE0")  
button3.config(font=("forte",16,"bold"))  
button3.config(bg="#DB7093")  
button3.config(fg="#FFFFE0")  
button3.config(activebackground="#FEEDA9")  
button3.config(activebackground="#4BEED6")  
  
button10 = Button(text\_="Sotib olish")  
button10.config(command=sotib\_olish) #kopka funksiyasi  
button10.config(font=("forte",16,"bold"))  
button10.config(bg="#DB7093")  
button10.config(fg="#FFFFE0")  
button10.config(activebackground="#FEEDA9")  
button10.config(activebackground="#4BEED6")  
  
button11 = Button(text\_="Buyurtma qilish")  
button11.config(command=buyurtma) #kopka funksiyasi  
button11.config(font=("forte",16,"bold"))  
button11.config(bg="#DB7093")  
button11.config(fg="#FFFFE0")  
button11.config(activebackground="#FEEDA9")  
button11.config(activebackground="#4BEED6")  
  
button3\_nxt = Button(text\_="Keyingi Kompyuterga o`tish")  
button3\_nxt.config(command=nxt) #kopka funksiyasi  
button3\_nxt.config(font=("forte",16,"bold"))  
button3\_nxt.config(bg="#DB7093")  
button3\_nxt.config(fg="#FFFFE0")  
button3\_nxt.config(activebackground="#FEEDA9")  
button3\_nxt.config(activebackground="#4BEED6")  
  
button4 = Button(text\_="Magazindan chiqish")  
button4.config(command=close) #kopka funksiyasi  
button4.config(font=("forte",16,"bold"))  
button4.config(bg="#DB7093")  
button4.config(fg="#FFFFE0")  
button4.config(activebackground="#FEEDA9")  
button4.config(activebackground="#4BEED6")  
  
#Fon  
image = PhotoImage(file=r"D:/foto/test2.png")  
image.config(width=480)  
image.config(height=480)  
button.config(image=image) #width=300, #height=300  
button.config(compound="top")  
  
#button.config(state= DISABLED)  
  
lable = Label(window)  
lable.config(font=("Monospace"))  
lable.pack()  
button.pack()  
button1.pack()  
button2.pack()  
button3.pack()  
button3\_comment.pack()  
button10.pack()  
button11.pack()  
button3\_nxt.pack()  
button4.pack()  
  
  
root.mainloop()  
  
window.mainloop()