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# importing the required modules
from tkinter import *
import datetime as dt
import time
import winsound as ws
# defining the function for the alarm clock
def alarm(setAlarmTimer):
    while True:
        time.sleep(1)
        actualTime = dt.datetime.now()
        currentTime = actualTime.strftime("%H : %M : %S")
        currentDate = actualTime.strftime("%d / %m / %Y")
        the_message = "Current Time: " + str(currentTime)
        print(the_message)
        if currentTime == setAlarmTimer:
            ws.PlaySound("sound.wav", ws.SND_ASYNC)
def getAlarmTime():
    alarmSetTime = f"{hour.get()} : {minute.get()} : {second.get()}"
    alarm(alarmSetTime)
    # creating the GUI for the application
quiWindow = Tk()
guiWindow.title("The Alarm Clock")
guiWindow.geometry("464x200")
guiWindow.config(bg = "#87BDD8")
guiWindow.resizable(width = False, height = False)
timeFormat = Label(
    guiWindow,
    text = "Remember to set time in 24-hour format!",
    fg = "white",
    bg = "#36486B"
    font = ("Arial", 15)
    ).place(
        x = 0,
        y = 160
add_time = Label(
    guiWindow,
    text = "Hour
                                Second",
                     Minute
    font = 60,
    fg = "black"
    bg = "#87BDD8"
    ).place(
        x = 220,
        y = 10
setAlarm = Label(
    guiWindow,
    text = "Set Time for Alarm: ",
    fg = "white",
    bg = "#034F84"
    relief = "solid"
    font = ("Helevetica", 14, "bold")
    ).place(
        x = 5,
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y = 50
hour = StringVar()
minute = StringVar()
second = StringVar()
hourTime = Entry(
    guiWindow,
    textvariable = hour,
    bg = "#FEFBD8",
    width = 4,
    font = (20)
    ).place(
        x = 220,
        y = 53
minuteTime = Entry(
    guiWindow,
    textvariable = minute,
    bg = "#FEFBD8",
    width = 4,
    font = (20)
    ).place(
        x = 297,
        y = 53
        )
secondTime = Entry(
    guiWindow,
    textvariable = second,
    bg = "#FEFBD8",
    width = 4,
    font = (20)
    ).place(
        x = 390,
        y = 53
submit = Button(
    guiWindow,
    text = "Set The Alarm",
    fg = "black",
    bg = "#82B74B",
    width = 15,
    command = getAlarmTime,
    font = (20)
    ).place(
        x = 140,
        y = 100
guiWindow.mainloop()
```