Task 11:- use Tkinter module for UI design.

Aim:- To use Tkinter module for UI design

Problem 11.1:- write a python GUI program to create a table and change the lable font style using tkinter module.

Algorithm:-

1. import tkinter module
2. create a main window
3. create a lable with desired text
4. Add label to main window using pack() method
5. Define a function to change font style
6. create a button to call function when clicked
7. Add button to main window using pack() method
8. start the main loop

Program:-

```python
import tkinter as tk
# function to change font style
def change-font():
    label.config(font=("Arial",18,"bold"))
# create main window
root = tk.Tk()
# create label with desired text
label = tk.label(root,text= "Hello, world", font=
    "Helvetica", 14))
# Add label to main window
label.pack()
# create button to change font style
button pack()
# start the main loop
root main loop()
```

Task 11.2:- write a python GUI program to create three single line text-box to accept a value from the user using tkinter module.

Algorithm:-

1. import the tkinter module
2. create the main window
3. Add labels & text-boxes to main window

4. Set the size the text boxes.

5. Create a button to submit values entered in the text - boxes.

6. get the values entered in text - boxes when the button is clicked.

7. close the main window when button is clicked.

program :-

```
import tkinter as tk
#create the main window
root = tk.Tk()
root.title("Text - Box input")
# create labels and text -boxes
label = tk.label(root, text = "Enter value 1: ")
entry = tk.Entry(root)        //value 2
label 2 = tk.label(root, text = "Enter value2 :")
entry 2 = tk.Entry(root)
label 3 = tk label(root, text = "Enter value 3:")
entry 3 = tk Entry (root)
# set the size of text_boxes
entry 1. config (width = 30)
entry 2. config (width = 30)
entry 3. config (width = 30)
# create a function to get the values entered in the
   text - boxes.
def get -values ():
    val 11 = entry 1. get ()
    val 12 = entry 2. get ()
    val 13 = entry 3. get ()
    print (" value 1 :", val 11)
    print (" value 2 :", val 12)
    print (" value 3 :", val 13)
#create a button to submit the values
   entered in text - boxes
submit -button = tk Button (root, text = "submit",
   command = get - values)
```

<u>output</u>

Hello, woorld !

Change Font

name

userid

password

Submit

Add the labels, text-boxes, and button to main window.

```
label 1. pack ()
entry 1. pack ()
entry 2. pack ()
entry 3. pack ()
label 3 Pack ()
submit- button pack ()
```

Run the main event loop root. main loop ()

Result :— Thus the program using Tkinter module for u/design was executed and verified successfully.

output

Enter value 1:
Enter value 2:
Enter value 3:
Submit