8/10/24

Tkinter module for UI design

Aim: To use Tkinter module for UI design

Problem-11.1: write a python GUI program to create a lable and change the lable not style using Tkinter module.

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

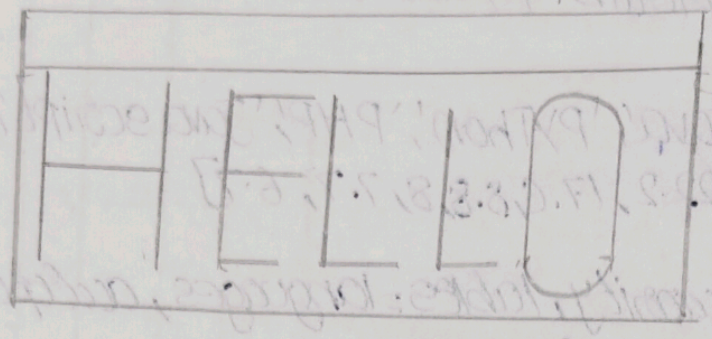
program:

```
import tkinter as tk
# function to change front style
def change_font():
    label.config(font=("Arial", 18, "bold"))
# create main window
root = tk.Tk()
label = tk.label(root, text="Hello, world", font:
        ("Helvetica", 14))
label.pack()
button.pack()
root.mainloop()
```

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 value entered in the text-boxes



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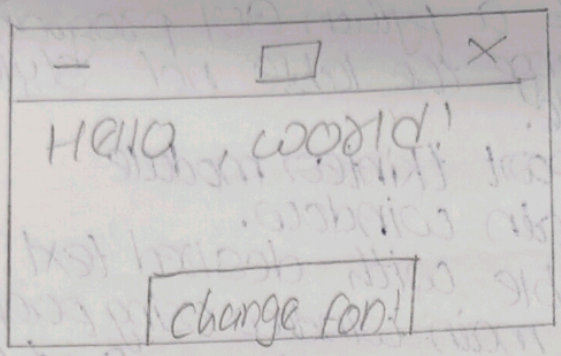
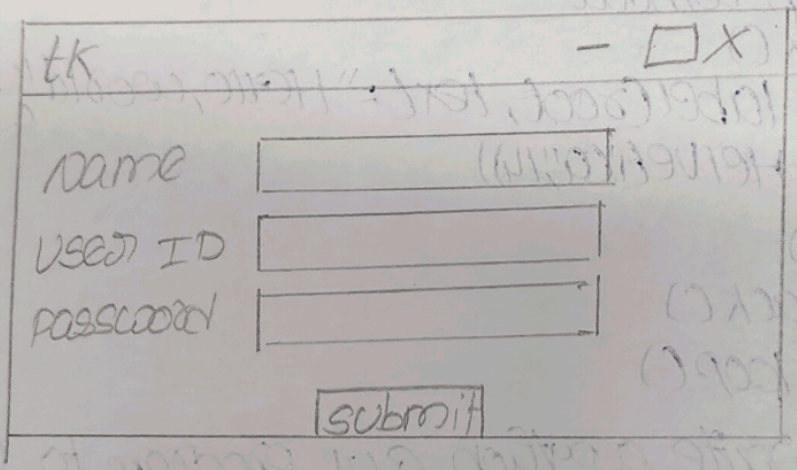
7. Close the main window when button is clicked

program:

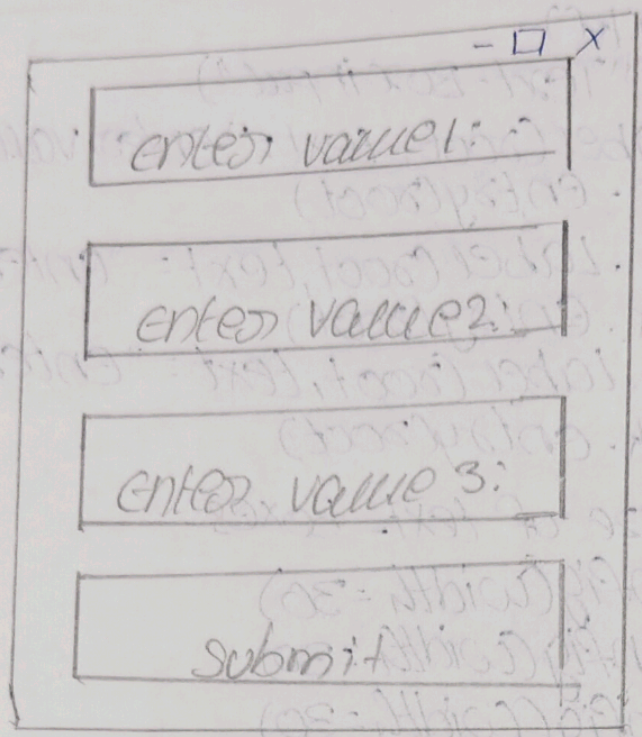
```
import tkinter as tk
#create the main window
root = tk.Tk()
root.title("Text-Box input")
label = tk.label(root, text="enter value 1:")
entry1 = tk.Entry(root)
label2 = tk.Label(root, text="enter value 2:")
entry2 = tk.Entry(root)
label3 = tk.Label(root, text="enter value 3:")
entry3 = tk.Entry(root)
# set the size of text_boxes
entry1.config(width=30)
entry2.config(width=30)
entry3.config(width=30)
#create a function to get the value entered in
  the text-boxes
def get_values():
val1 = entry1.get()
val2 = entry2.get()
val3 = entry3.get()
print("value 1:", val1)
print("value 2:", val2)
print("value 3:", val3)
#create a button to submit the value entred
  in text_boxes
submit_button = tk.Button(root, text="submit",
          command=get_values)
# Add the labels, text_boxes, and button to
  main window
label1.pack()
label2.pack()
label2.pack()
```

output:

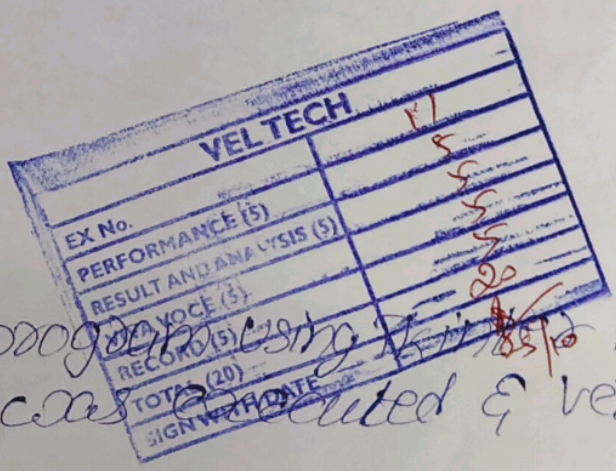




output:



```
label3.pack()
submit_button.pack()
#Run the main event loop
root.mainloop()
```



Result:

Thus the program using Tkinter module for UI design executed & verified successfully.