

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 Label and Change the Label Font Style using tkinter module.

Algorithm :-

1. import tkinter module.
2. Create a main window.
3. Create a label 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 :-

```
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
```

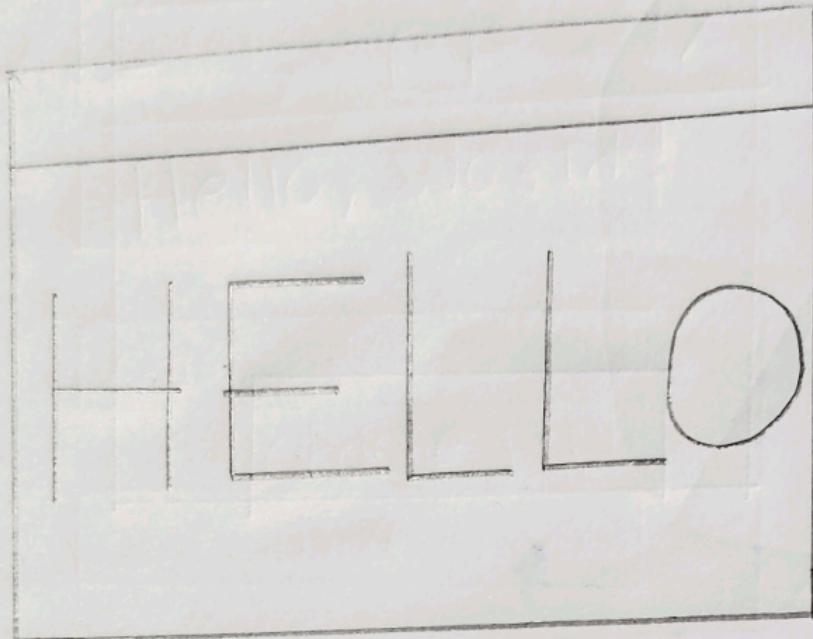
```
(label = tk.Label(root, text = "Hello, world", font =  
                  ("Helvetica", 14)))
```

```
# Add label to main window
```

```
(label.pack())
```

```
# Create button to change font style
```

(1) A99
word



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RECORD (2)	AVAILABILITY (2)	RESULT AND ANALYSIS (2)	INTERPRETATION (2)	REMARKS (2)
10				
9				
8				
7				
6				
5				
4				
3				
2				
1				

Output

Hello, World!

Change Font

tk - □ X

Name	<input type="text" value="teach"/>
Used ID	<input type="text" value="81110164"/>
Password	<input type="password"/>
<input type="button" value="Submit"/>	

```
# Start the main loop  
root.mainloop()
```

8/10/2020

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  
label1 = 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)
```

Output :-

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

```
#+text-boxes  
entry1.config(width=30)  
entry2.config(width=30)  
entry3.config(width=30)
```

#Create a function to get the values entered in the text-boxes

```
def get_values():  
    val1 = entry1.get()  
    val2 = entry2.get()  
    val3 = entry3.get()  
val4 =  
    print("Value 1:", val1)  
    print("Value 2:", val2)  
    print("Value 3:", val3)
```

#Create a button to submit the values entered 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()  
entry1.pack()  
entry2.pack()  
entry3.pack()  
label3.pack()  
submit_button.pack()
```

Run the main event loop
root.mainloop()

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EX No.	11
PERFORMANCE (5)	5
RESULT AND ANALYSIS (5)	5
VIVA VOCE (5)	5
RECORD (5)	5
TOTAL (20)	20
SIGN WITH DATE	15/10

Result:- Thus the program using Tkinter module for UI design was executed and verified successfully.