

TASK - II USE Tkinter module for UI design

Aim:- To use Tkinter module for UI design

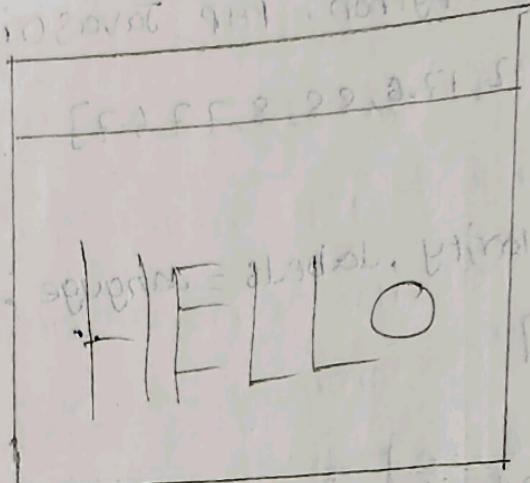
problem II.1:- write a python GUI program to create a label and change the label and change the front style (frontname, bold, size) using Tkinter module.

Algorithm:-

- 1) import Tkinter module
- 2) Create a main window
- 3) Create a label with desired text
- 4) Add the label to the main window using pack() method
- 5) Define a function to change front style
- 6) Create a button to call the function when clicked
- 7) Add the button to the main window using pack() method.
- 8) Start the main loop

Program:-

```
import tkinter as tk  
# function to hange 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
```



NAME	EX. #
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WEBSITE ANALYSIS (2)	
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WEBSITE LOGO (2)	
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WEBSITE DATE	

```
# Create button to change font style  
button = tk.Button(root, text="change font",  
                    command=change_font)  
# Add button to main window  
button.pack()  
# Start the main loop  
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 and text-boxes to the main window
- 4) set the size of the text boxes
- 5) create a button to submit the values entered in text boxes
- 6) Get the values entered in the text boxes when the button is clicked
- 7) close the main window when the button is clicked.

Program:-

```
import tkinter as tk  
# Create the main window  
root = tk.Tk()  
root.title("Text- Box input")
```

Output

name	<input type="text"/>
password	<input type="password"/>
<input type="button" value="Change font"/>	
Hello world!	

tk	<input type="checkbox"/>
name	<input type="text"/>
userIP	<input type="text"/>
password	<input type="password"/>
<input type="button" value="Submit"/>	

Create labels and text-boxes
label 1 = tk.Label (root, text = "Enter value
1:")
entry 1 = tk.Entry (root)

label 2 = tk.Label (root, text = "Enter value2")
entry 2 = tk.Entry (root)
label 3 = tk.Label (root, text = "Enter value3")
entry 3 = tk.Entry (root)

Set the size of the text-boxes

entry 1.config (width=30)
entry 2.config (width=30)
entry 3.config (width=30)

Create a function to get the value entered
in the text-boxes

def get_values():
val 1 = entry 1.get()
val 2 = entry 2.get()
val 3 = entry 3.get()
print ("value 1: " + val 1)
print ("value 2: " + val 2)
print ("value 3: " + val 3)

Create a button to submit the values
entered in the text-boxes
submit_button =
tk.Button (root, text = "Submit", command =
get_values)

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

label 1.pack()
entry 1.pack()
label 2.pack()

Calculator

<input type="text" value="Enter value 1"/>
<input type="text" value="Enter value 2"/>
<input type="text" value="Enter value 3"/>
<input type="button" value="submit"/>

```
    v2.pack()
labeled3.pack()
entry3.pack()
Submit = button.pack()
# Run the main event loop
root.mainloop()
```

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