Week 11

1. Import SciPy and explore their functionalities.

Program

```
from scipy
import special
a =
special.exp10(
3) print(a)  b =
special.exp2(3)
print(b)  c =
special.sindg(9
0)
print(c)
 d = special.cosdg(45)
print
(d)
```

outp
ut:

```
1000
.0
8.0
1.0
0.7071067811865475
```

2. Write a GUI program to create a window wizard having two text labels, two text fields and two buttons as Submit and Reset.

Program:

```
import tkinter as tk

def submit():
   value1 = entry1.get()     value2 = entry2.get()     value3 =
entry3.get()     label_result.config(text=f"Value 1: {value1}\nValue
2: {value2}\nValue 3: {value3}")

def reset():
entry1.delete(0, tk.END)
entry2.delete(0, tk.END)
entry3.delete(0, tk.END)
label_result.config(text="
Result:")
```

```
# Create the main
window root =
tk.Tk()
root.geometry("300x
300")
root.title("Window
Wizard")

# Create labels label1 =
tk.Label(root, text="Enter Value
1:") label2 = tk.Label(root,
text="Enter Value 2:") label3 =
tk.Label(root, text="Enter Value
3:")

# Create entry
fields entry1 =
tk.Entry(root)
entry2 =
tk.Entry(root)
entry3 =
tk.Entry(root)

# Create buttons submit_button = tk.Button(root,
text="Submit", command=submit) reset_button =
tk.Button(root, text="Reset", command=reset)

# Arrange widgets using grid layout
label1.grid(row=0, column=0, padx=10, pady=5)
entry1.grid(row=0, column=1, padx=10, pady=5)
label2.grid(row=1, column=0, padx=10, pady=5)
entry2.grid(row=1, column=1, padx=10, pady=5)
label3.grid(row=2, column=0, padx=10, pady=5)
entry3.grid(row=2, column=1, padx=10, pady=5)
submit_button.grid(row=3, column=0, columnspan=2,
pady=10) reset_button.grid(row=4, column=0,
columnspan=2, pady=10)

label_result = tk.Label(root, text="Result:")
label_result.grid(row=5, column=0, columnspan=2, pady=5)
```

Start the main event loop
root.mainloop().

Output: