# GUI-tkinter-wallpaper-changer

# import modules

from wallpaper import set\_wallpaper, get\_wallpaper

# import modules

from tkinter import \*

from tkinter import filedialog

from wallpaper import set\_wallpaper

# get current wallpaper's path

print(get\_wallpaper())

# set your photo

set\_wallpaper("location/to/image.jpg")

# user define function

def change\_wall():

# seting your photo

try:

set\_wallpaper(str(path.get()))

check = "voila!"

except:

check = "Beep.Beep.Error!"

result.set(check)

def browseFiles():

filename = filedialog.askopenfilename(initialdir="/",

title="Select a File",

filetypes=(("jpeg files", "\*.jpg"), ("all files", "\*.\*")))

path.set(filename)

# Changing label contents

label\_file\_explorer.configure(text="File Opened: "+filename)

return filename

# object of tkinter GUI

# and background set for red

master = Tk()

master.configure(bg='light grey')

# Variable Classes in tkinter GUI

result = StringVar()

path = StringVar()

label\_file\_explorer = Label(

master, text="Select a image", width=100, fg="blue")

# Creating label content for each information

# naming using widget Label

Label(master, text="Select image : ", bg="light grey").grid(row=0, sticky=W)

Label(master, text="Status :", bg="light grey").grid(row=3, sticky=W)

# Creating label for class variable

# naming by the use of widget Entry

Label(master, text="", textvariable=result,

bg="light grey").grid(row=3, column=1, sticky=W)

# creating a button using the widget

# Button will call the submit function

b = Button(master, text="Open", command=browseFiles, bg="white")

b.grid(row=0, column=2, columnspan=2, rowspan=2, padx=5, pady=5,)

label\_file\_explorer.grid(column=1, row=1)

c = Button(master, text="Apply", command=change\_wall, bg="white")

c.grid(row=2, column=2, columnspan=2, rowspan=2, padx=5, pady=5,)

mainloop()