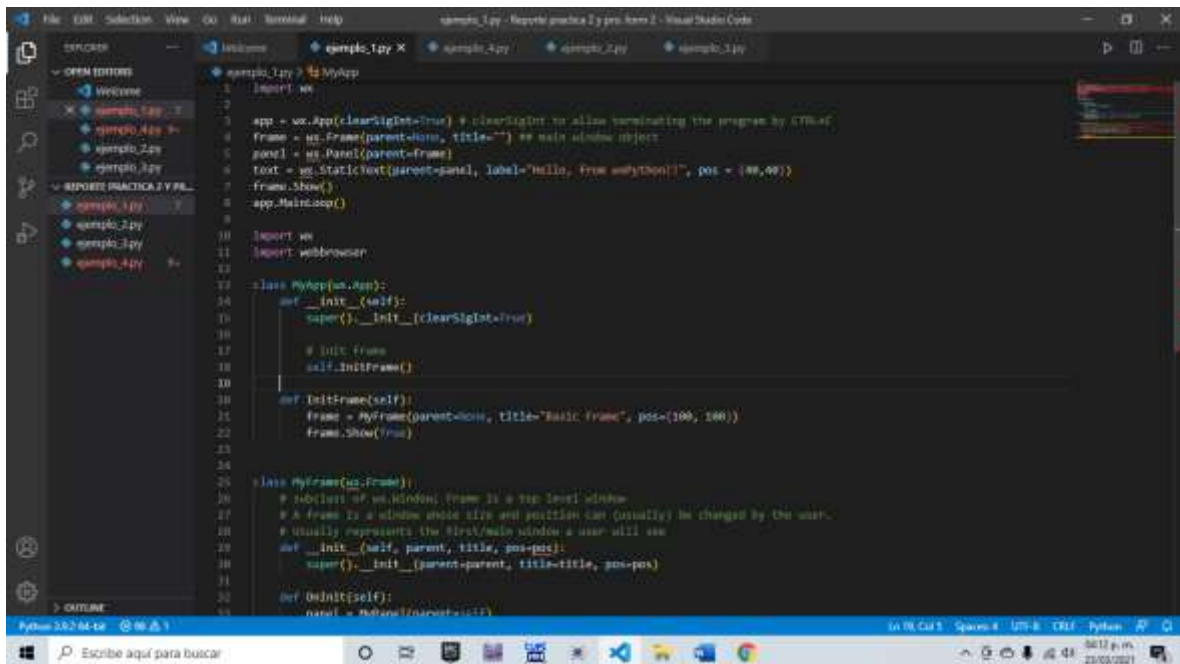
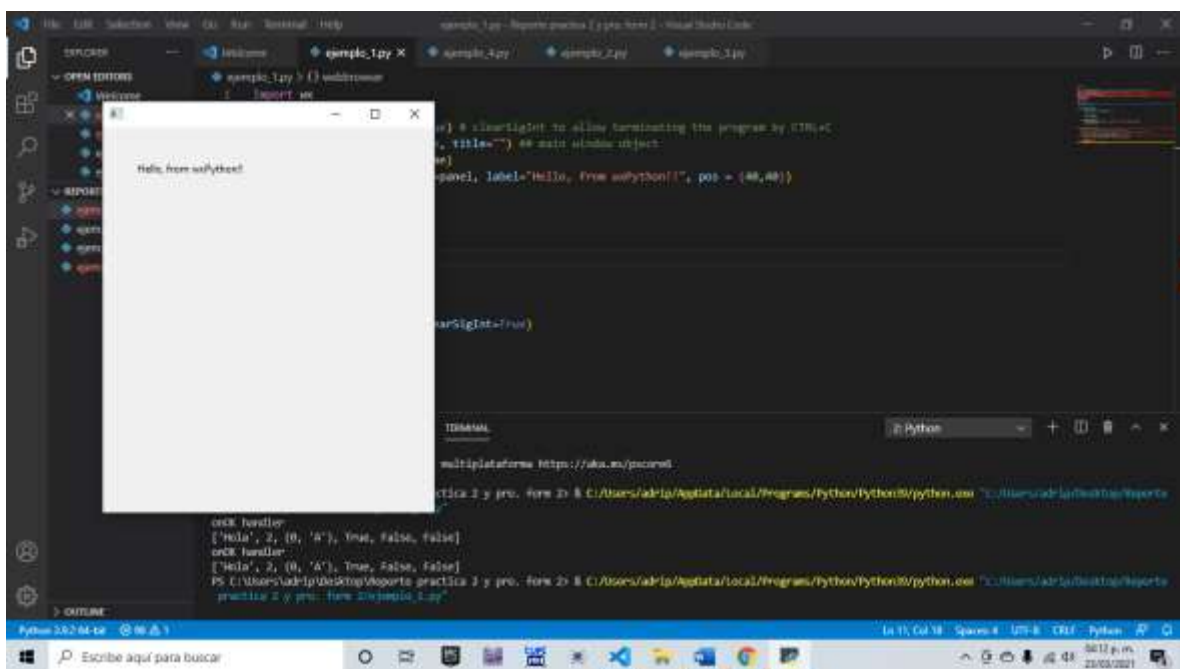


EJEMPLO 1



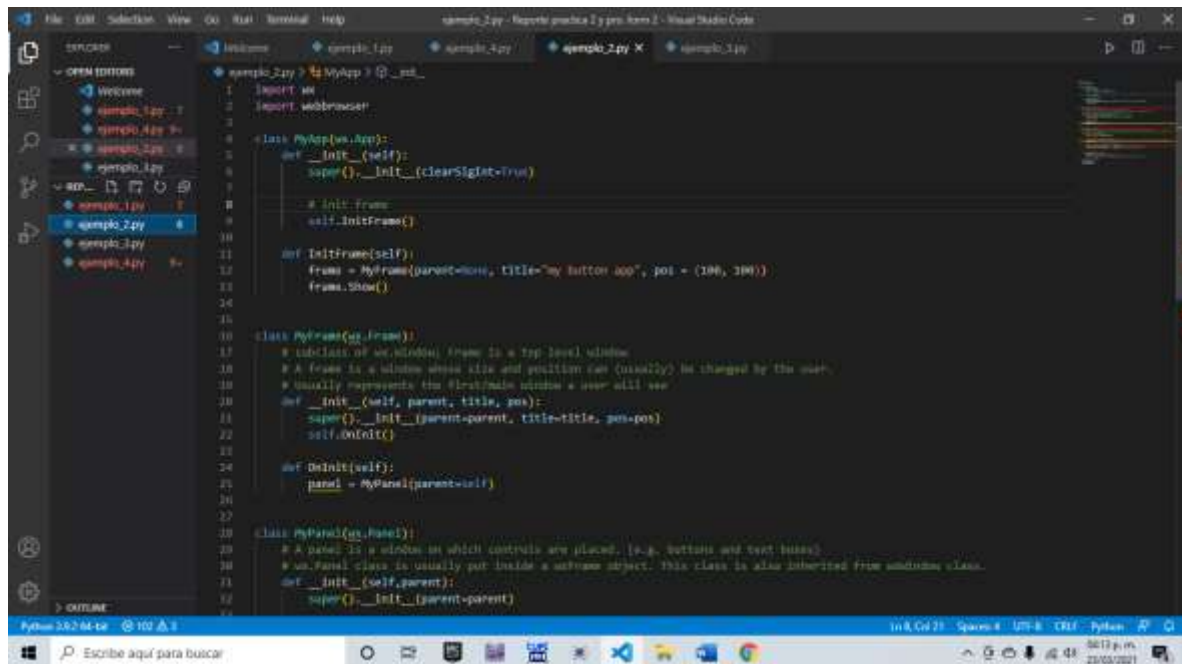
```
1 import wx
2
3 app = wx.App(allowSizing=True) + allowSizing to allow terminating the program by CTRL+C
4 frame = wx.Frame(parent=None, title="") # main window object
5 panel = wx.Panel(parent=frame)
6 text = wx.StaticText(parent=panel, label="Hello, from wxPython!", pos = (40,40))
7 frame.Show()
8 app.MainLoop()
9
10 import wx
11 import webbrowser
12
13 class MyApp(wx.App):
14     def __init__(self):
15         super().__init__(allowSizing=True)
16
17         # Init frame
18         self.InitFrame()
19
20     def InitFrame(self):
21         frame = wx.Frame(parent=None, title="Basic frame", pos=(100, 100))
22         frame.Show(True)
23
24 class MyFrame(wx.Frame):
25     # Inherits of wx.Window, frame is a top-level window
26     # A frame is a window whose size and position can (usually) be changed by the user.
27     # Usually represents the first/main window a user will see
28     def __init__(self, parent, title, pos=pos):
29         super().__init__(parent=parent, title=title, pos=pos)
30
31     def OnInit(self):
32         panel = wx.Panel(self)
33         # ...
```



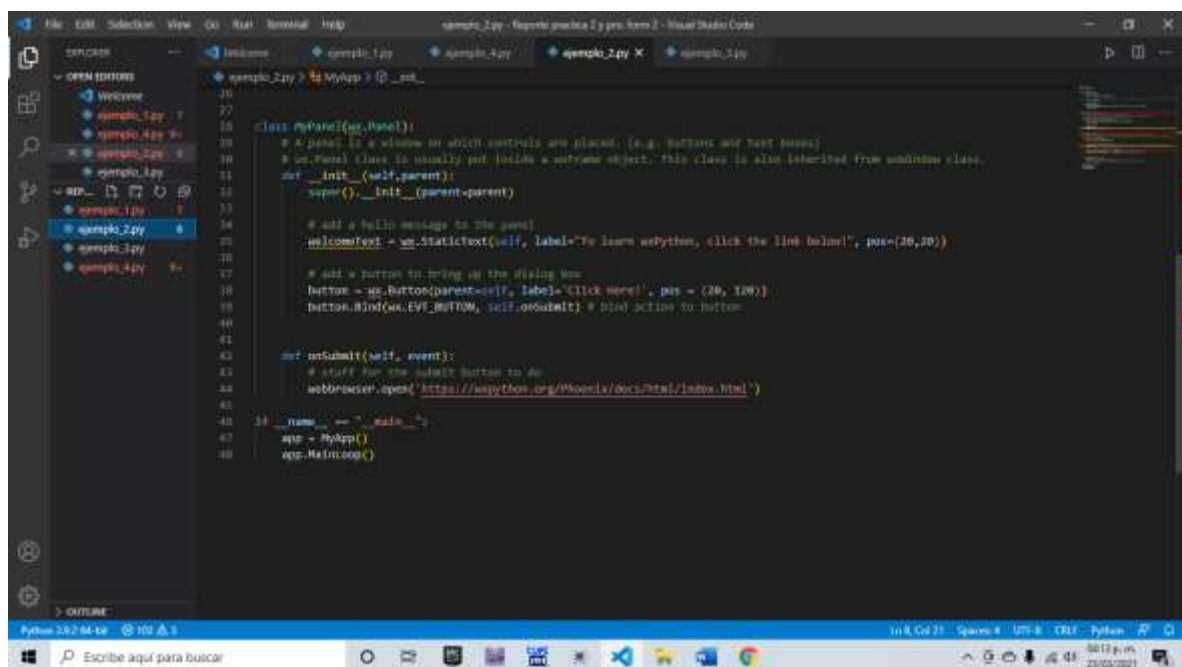
The screenshot shows the same code as the previous image, but with a small window titled "Hello, from wxPython!" displayed in the foreground. The window contains the text "Hello, from wxPython!". The code in the background is the same as the previous image, but the line numbers are slightly different, indicating a different version of the code or a different part of the code being shown.

```
1 import wx
2
3 app = wx.App(allowSizing=True) + allowSizing to allow terminating the program by CTRL+C
4 frame = wx.Frame(parent=None, title="") # main window object
5 panel = wx.Panel(parent=frame)
6 text = wx.StaticText(parent=panel, label="Hello, from wxPython!", pos = (40,40))
7 frame.Show()
8 app.MainLoop()
9
10 import wx
11 import webbrowser
12
13 class MyApp(wx.App):
14     def __init__(self):
15         super().__init__(allowSizing=True)
16
17         # Init frame
18         self.InitFrame()
19
20     def InitFrame(self):
21         frame = wx.Frame(parent=None, title="Basic frame", pos=(100, 100))
22         frame.Show(True)
23
24 class MyFrame(wx.Frame):
25     # Inherits of wx.Window, frame is a top-level window
26     # A frame is a window whose size and position can (usually) be changed by the user.
27     # Usually represents the first/main window a user will see
28     def __init__(self, parent, title, pos=pos):
29         super().__init__(parent=parent, title=title, pos=pos)
30
31     def OnInit(self):
32         panel = wx.Panel(self)
33         # ...
```

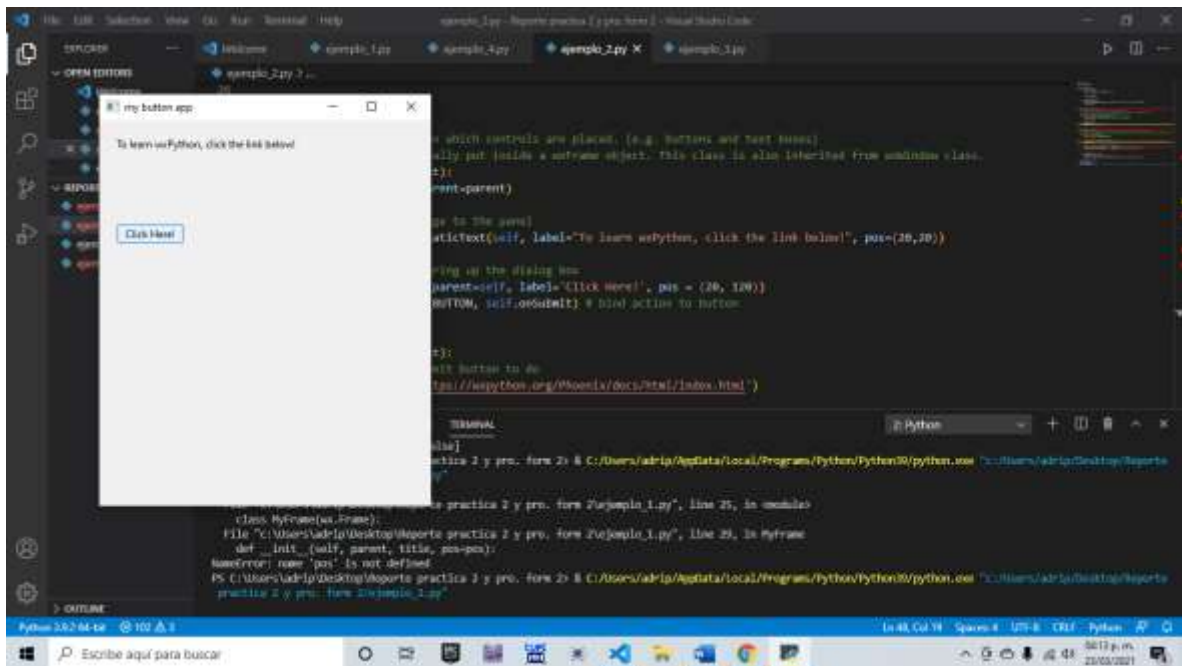
EJEMPLO 2



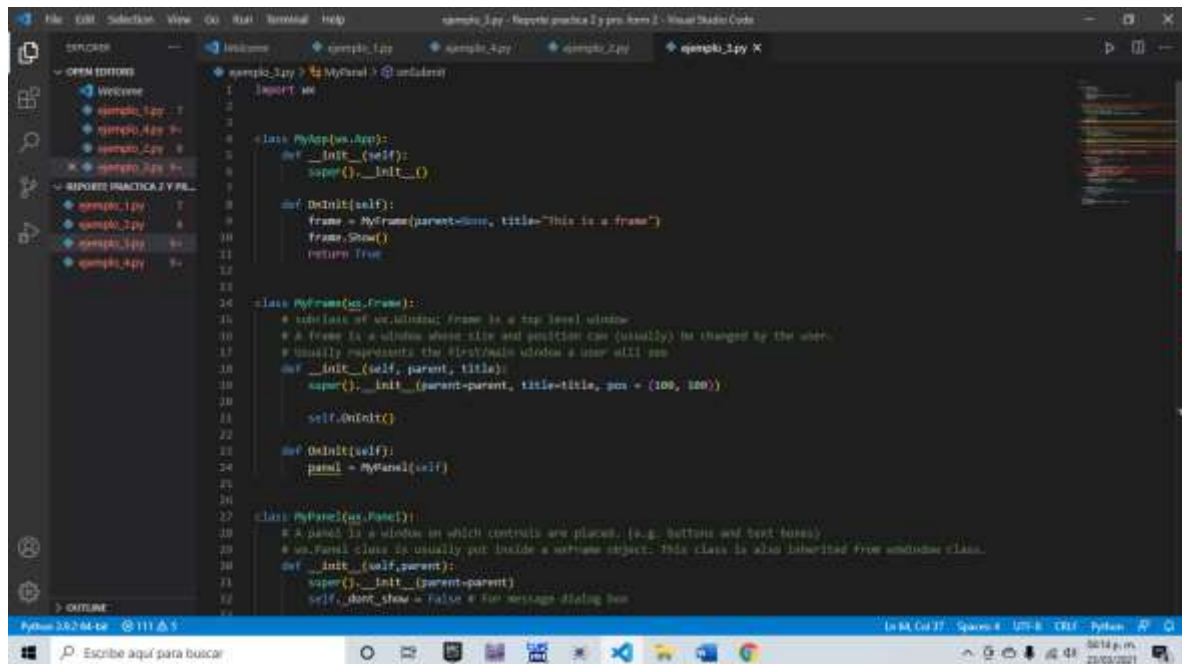
```
1 import wx
2 import webbrowser
3
4 class MyApp(wx.App):
5     def __init__(self):
6         super().__init__(clearSigInt=True)
7
8     # Init frame
9     def InitFrame(self):
10         frame = MyFrame(parent=None, title="my button app", pos = (100, 100))
11         frame.Show()
12
13 class MyFrame(wx.Frame):
14     # subclass of wx.Window. Frame is a top-level window
15     # A frame is a window whose size and position can (usually) be changed by the user.
16     # Usually represents the first/main window a user will see
17     def __init__(self, parent, title, pos):
18         super().__init__(parent=parent, title=title, pos=pos)
19         self.OnInit()
20
21     def OnInit(self):
22         panel = MyPanel(parent=self)
23
24 class MyPanel(wx.Panel):
25     # A panel is a window in which controls are placed. (e.g. buttons and text boxes)
26     # wx.Panel class is usually put inside a wxframe object. This class is also inherited from wx.Window class.
27     def __init__(self, parent):
28         super().__init__(parent=parent)
```



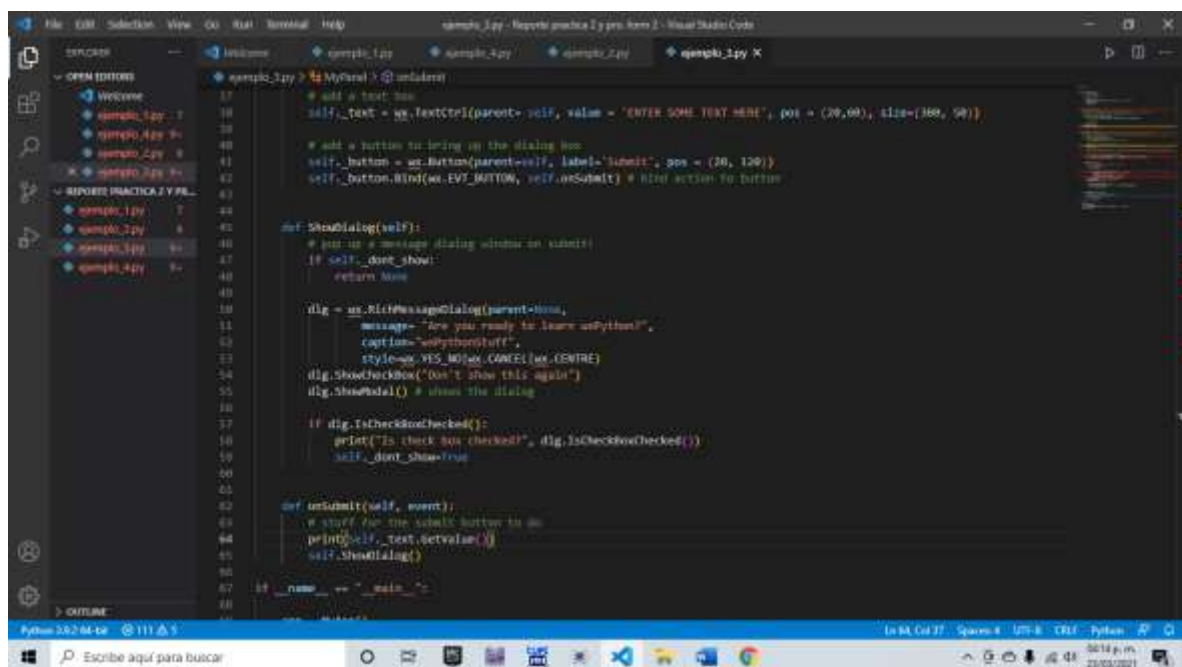
```
26
27
28 class MyPanel(wx.Panel):
29     # A panel is a window in which controls are placed. (e.g. buttons and text boxes)
30     # wx.Panel class is usually put inside a wxframe object. This class is also inherited from wx.Window class.
31     def __init__(self, parent):
32         super().__init__(parent=parent)
33
34     # add a hello message to the panel
35     welcomText = wx.StaticText(self, label="To learn w3python, click the link below!", pos=(20, 20))
36
37     # add a button to bring up the dialog box
38     button = wx.Button(parent=self, label="Click Here!", pos = (20, 120))
39     button.Bind(wx.EVT_BUTTON, self.onSubmit) # bind action to button
40
41     def onSubmit(self, event):
42         # stuff for the submit button to do
43         webbrowser.open('https://w3python.org/Python/docs/html/index.html')
44
45 if __name__ == "__main__":
46     app = MyApp()
47     app.MainLoop()
```



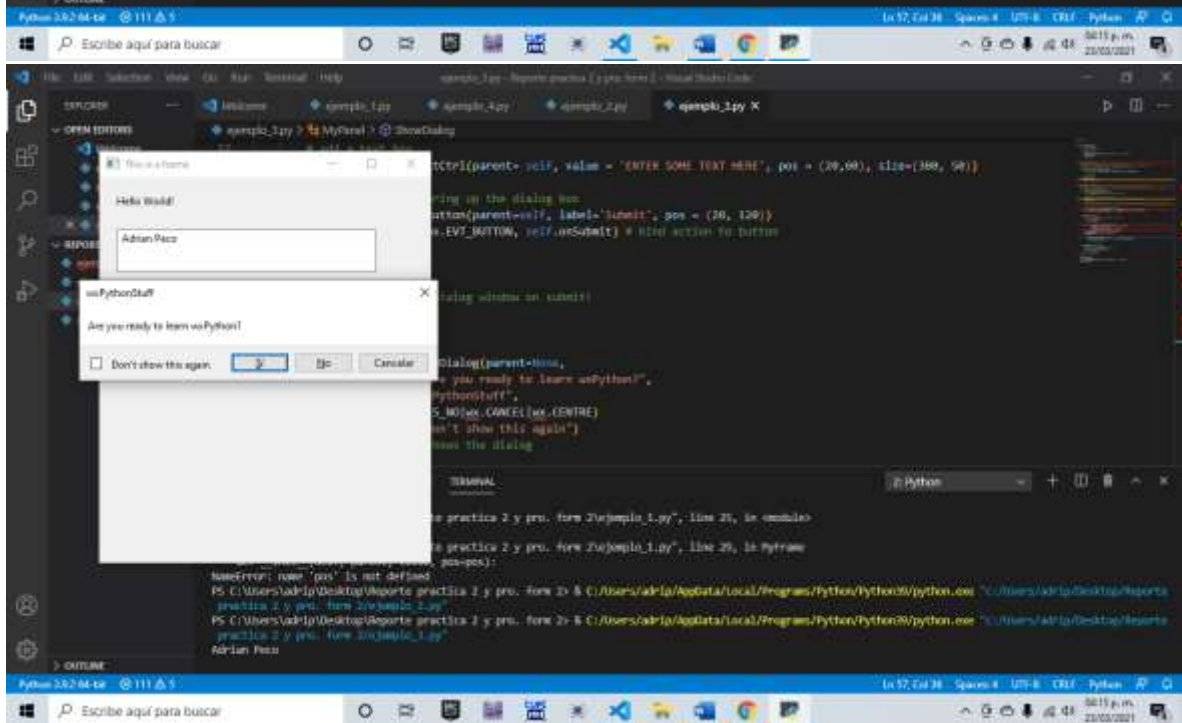
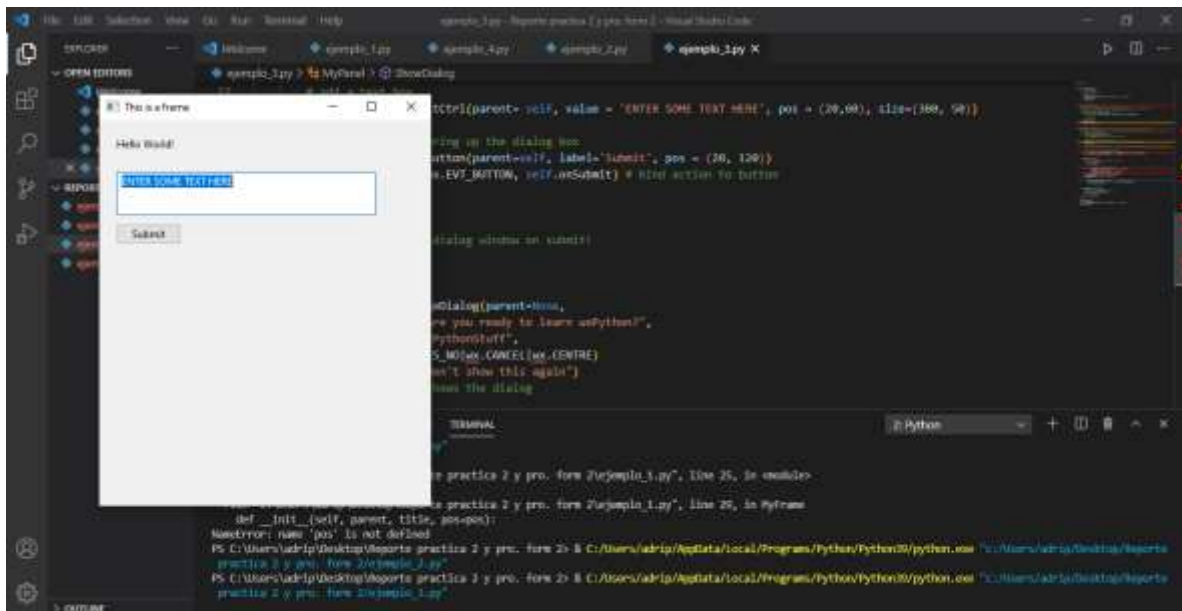
EJEMPLO 3



```
1 import sys
2
3 class MyApp(Qt.App):
4     def __init__(self):
5         super().__init__()
6
7     def OnInit(self):
8         frame = MyFrame(parent=None, title="This is a frame")
9         frame.Show()
10        return True
11
12 class MyFrame(Qt.Frame):
13     """class of Qt.Frame: frame is a top level window.
14     # A Frame is a window whose title and position can (usually) be changed by the user.
15     # Usually represents the first/main window a user will see
16     """
17     def __init__(self, parent, title):
18         super().__init__(parent=parent, title=title, pos = (100, 100))
19
20     def OnInit(self):
21
22     def OnInit(self):
23         panel = MyPanel(self)
24
25 class MyPanel(Qt.Panel):
26     """A panel is a window in which controls are placed. (e.g. buttons and text boxes)
27     # A panel class is usually put inside a widget object. This class is also inherited from window class.
28     """
29     def __init__(self, parent):
30         super().__init__(parent=parent)
31         self._dont_show = False # for message dialog box
```



```
32     def __init__(self, parent):
33         # add a text box
34         self._text = QtWidgets.QTextCtrl(parent=self, value = "ENTER SOME TEXT HERE", pos = (20,60), size=(300, 50))
35
36         # add a button to bring up the dialog box
37         self._button = QtWidgets.QButton(parent=self, label="Submit", pos = (20, 120))
38         self._button.Bind(Qt.EVT_BUTTON, self.onSubmit) # bind action to button
39
40     def ShowDialog(self):
41         # put up a message dialog window on submit
42         if self._dont_show:
43             return None
44
45         dlg = QtWidgets.QRichMessageDialog(parent=None,
46             message="Are you ready to learn usPython?",
47             caption="usPythonStuff",
48             style=Qt.QMessageBox.Yes|Qt.QMessageBox.Cancel|Qt.QMessageBox.Centre)
49         dlg.ShowCheckBox("Don't show this again")
50         dlg.ShowModal() # shows the dialog
51
52         if dlg.isChecked():
53             print("Is check box checked?", dlg.isChecked())
54             self._dont_show=True
55
56     def onSubmit(self, event):
57         # stuff for the submit button to do
58         print(self._text.getValue())
59         self.ShowDialog()
60
61 if __name__ == "__main__":
62     app = MyApp()
63     app.Run()
```



EJEMPLO 4

