

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 (font name, 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 font 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
```

```
def change_font():
```

```
    label.config(font = ("Arial", 11, "bold"))
```

```
    root = tk.TK()
```

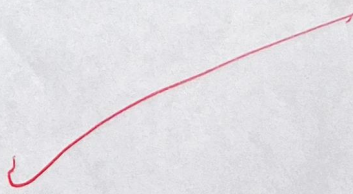
```
    label = tk.Label(root, text = "Hello, world!", font = ("Helvetica", 14))
```

```
    label.pack()
```

```
    button = tk.Button(root, text = "Change Font", command = change_font)
```

```
    button.pack()
```

```
    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 the 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
```

```
root = tk.Tk()
```

```
root.title("Text Box Input")
```

```
label 1 = tk.Label(root, text = "Enter value 1:")
```

```
entry 1 = tk.Entry(root)
```

```
label 2 = tk.Label(root, text = "Enter value 2:")
```

```
entry 2 = tk.Entry(root)
```

```
label 3 = tk.Label(root, text = "Enter value 3:")
```

```
entry 3 = tk.Entry(root)
```

```
entry 1.config(width = 30)
```

```
entry 2.config(width = 30)
```

```
entry 3.config(width = 30)
```

```
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)
```


Submit - button = tk.Button (root, text = "Submit", Command = get_value).

label 1. pack()

label 2. pack()

label 3. pack()

entry 1. pack()

entry 2. pack()

entry 3. pack()

submit - button. pack()

root. main loop()

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

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