// important website for tkinter using python <http://www.python-course.eu/tkinter_labels.php>

**Program to say hello world using label in GUI python**

#from tkinter import \*

# if you are working under Python 3, comment the previous line and comment out the following line

#from tkinter import \*

root = Tk()

w = Label(root, text="Hello Tkinter!")

w.pack()

root.mainloop()

**Program for using images in python**

from tkinter import \*

root = Tk()

logo = PhotoImage(file="../images/python\_logo\_small.gif")

w1 = Label(root, image=logo).pack(side="right")

explanation = """At present, only GIF and PPM/PGM

formats are supported, but an interface

exists to allow additional image file

formats to be added easily."""

w2 = Label(root,

justify=LEFT,

padx = 10,

text=explanation).pack(side="left")

root.mainloop()

Program to setting the background images

from tkinter import \*

root = Tk()

logo = PhotoImage(file="../images/python\_logo\_small.gif")

explanation = """At present, only GIF and PPM/PGM

formats are supported, but an interface

exists to allow additional image file

formats to be added easily."""

w = Label(root,

compound = CENTER,

text=explanation,

image=logo).pack(side="right")

root.mainloop()

**Colorized label in different form**

from tkinter import \*

root = Tk()

Label(root,

text="Red Text in Times Font",

fg = "red",

font = "Times").pack()

Label(root,

text="Green Text in Helvetica Font",

fg = "light green",

bg = "dark green",

font = "Helvetica 16 bold italic").pack()

Label(root,

text="Blue Text in Verdana bold",

fg = "blue",

bg = "yellow",

font = "Verdana 10 bold").pack()

root.mainloop()

**dynamic content on the label**

import tkinter as tk

counter = 0

def counter\_label(label):

def count():

global counter

counter += 1

label.config(text=str(counter))

label.after(1000, count)

count()

root = tk.Tk()

root.title("Counting Seconds")

label = tk.Label(root, fg="green")

label.pack()

counter\_label(label)

button = tk.Button(root, text='Stop', width=25, command=root.destroy)

button.pack()

root.mainloop()

**Message widgets**

from Tkinter import \*

master = Tk()

whatever\_you\_do = "Whatever you do will be insignificant, but it is very important that you do it.\n(Mahatma Gandhi)"

msg = Message(master, text = whatever\_you\_do)

msg.config(bg='lightgreen', font=('times', 24, 'italic'))

msg.pack( )

mainloop( )

**Button**

from tkinter import \*

class App:

def \_\_init\_\_(self, master):

frame = Frame(master)

frame.pack()

self.button = Button(frame,

text="QUIT", fg="red",

command=quit)

self.button.pack(side=LEFT)

self.slogan = Button(frame,

text="Hello",

command=self.write\_slogan)

self.slogan.pack(side=LEFT)

def write\_slogan(self):

print("Tkinter is easy to use!")

root = Tk()

app = App(root)

root.mainloop()

**Radio button**

from Tkinter import \*

root = Tk()

v = IntVar()

Label(root,

text="""Choose a

programming language:""",

justify = LEFT,

padx = 20).pack()

Radiobutton(root,

text="Python",

padx = 20,

variable=v,

value=1).pack(anchor=W)

Radiobutton(root,

text="Perl",

padx = 20,

variable=v,

value=2).pack(anchor=W)

mainloop()

**Buiding on radio button**

from Tkinter import \*

root = Tk()

v = IntVar()

Label(root,

text="""Choose a

programming language:""",

justify = LEFT,

padx = 20).pack()

Radiobutton(root,

text="Python",

padx = 20,

variable=v,

value=1).pack(anchor=W)

Radiobutton(root,

text="Perl",

padx = 20,

variable=v,

value=2).pack(anchor=W)

mainloop()

**indicator**

**We exchange the definition of the Radiobutton in the previous example with the following one:**

Radiobutton(root,

text=txt,

indicatoron = 0,

width = 20,

padx = 20,

variable=v,

command=ShowChoice,

value=val).pack(anchor=W)