Task: 11: Use Thinter madule for UI dosign.

AFM: To use thinter module for us dosign Problem II: Write a python GUI program to oreate a label and change the label fort sytle using

Algorithm:

1) Import Hinter module.

2) Create a main window

3) Create a lobel with desired text

4) Add the lebal to the main window using pack () method.

E) Define a function to change first style.

6) Create a botton to call the function when clicked.

7) Add the button to the main window using & pack () method.

3) strat the main loop

Brogram:

import thinter as the

#function to change font sythe

def dange tant ():

label. config (fort = ("Arrol", 18, "bold"))

Create main windows

mot = tk.Tk()

(reate label with d'esired text

label = fl. label (root, text= "Hello, woorld!", font = ("Helicelice" ر (۱۲۰

#Add label to main window

label.pock()

Create button to clarge fant style

botton = +k. Botton (voot , text = "Change Fort", command=

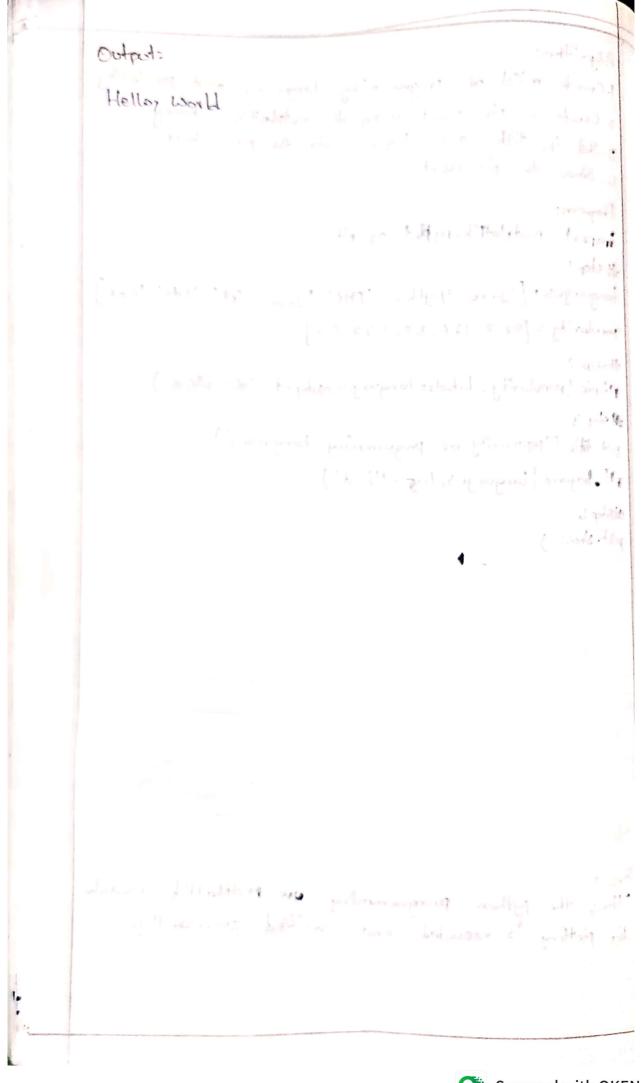
chang-fant)

wobview rison & notted both#

botton.pack()

start the main loop

() applications of



Problem 112 - Write a Python GUI magram to create three single line text-box to accept a value from the user using thainter module. Algorithm i) Import the thinker madule. 2) Create the main window. 3) Add labels and text-boxes to the main window u) set the size of the text-boxos 5) Create a botton to submit the values entered in the text-boxes 6) close the main window when the button is dicted. Program: impost Hinter as the there the main window root=tk.Tk() thereste labels and text-boxes labels1 = tk-Label (root, text = "Enter volue 1:") entry 1 = th. Entry (root) label 2 = tk- label (rost, text = "Enter value 2:") entry 2 = the Entry (next) label 3 = tk. Lable (not, text = "Enter value 3:") entry 3 = Hi. Entry (root) #set the size of the text-boxes entry 1 = config(wilth = 30) entry 2 · Config (width= 2) entry 3. confeg (width = 30) # (reate a function to get the values entered in the text-boxes def get_values(): vol 1 = entry 1. get () valz= entry 2-got() who = entry 3. get () print ("value 1: ", val 1) print (Phabe 2: ", val 2)

```
1885 willy a strail
Cotast
Enter value 1: home and and against
Enter vale 2:
Enter volve 3:
1 dales
Submit 1
 had to it with it was a whole it is all the
                                    At an valuable buyon
                               quebries along with the
                                   ( hoor) jest of it is short
                reduce water? " . took , 4 . or ) lad of the .
                                   (from ) potential is a contrate
                    or retail start (me) what of a closed
                                  ( town your the a color
                          condition all to make with one II
                                 ( is all to have it a police
                                  ( of a dis " in men) - & where
                                        B- your a plant
```

print("Value 3:", val 3)

therate a botton to submit the values entered in the

text-boxes

submit-botton = th. Button (voot, text = "Submit", command = get - value)

It Add the labels, text-boxes, and botton to the main window

label 1.pock()

tobeta cpacked

entry 1. pack()

label 2. pack()

entry 2. pack()

label 3. pack()

entry 3. pack()

submit - botton. pack()

there main event loop

voot. main loop()

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PERFORMANCE (5)	
RESULT AND ANALYSIS (3)	
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Result: Thus the program using Thinter module for UI design was excuted and verified successfolly.