

Task 11: Use Tkinter module for UI design.

Aim: To use Tkinter module for UI design.

Problem 11: Write a Python GUI program to create a label and change the label font style 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

# Function to change font style
def change_font():
    label.config(font=("Arial", 18, "bold"))

# Create main window
root = tk.Tk()

# Create label with desired text
label = tk.Label(root, text="Hello, world!", font=("Helvetica", 14))

# Add label to main window
label.pack()

# Create button to change font style
button = tk.Button(root, text="Change Font", command=change_font)

# Add button to main window
button.pack()

# Start the main loop
root.mainloop()
```

Output:

Hello World

Problem 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) Close the main window when the button is clicked.

Program:

```
import tkinter as tk

# Create the main window
root = tk.Tk()

# Create labels and text-boxes
label1 = tk.Label(root, text = "Enter value 1:")
entry1 = tk.Entry(root)

label2 = tk.Label(root, text = "Enter value 2:")
entry2 = tk.Entry(root)

label3 = tk.Label(root, text = "Enter value 3:")
entry3 = tk.Entry(root)

# Set the size of the text-boxes
entry1.config(width = 30)
entry2.config(width = 30)
entry3.config(width = 30)

# Create a function to get the values entered in the text-boxes
def get_values():
    val1 = entry1.get()
    val2 = entry2.get()
    val3 = entry3.get()
    print("value 1: ", val1)
    print("value 2: ", val2)
```

Output

Enter value 1:

Enter value 2:

Enter value 3:

Submit

Submit

```
print("Value 3 =", val3)
```

#create a button to submit the values entered in the text-boxes

```
submit-button = tk.Button(root, text = "Submit", command = get-value)
```

Add the labels, text-boxes, and button to the main window
label1.pack()

~~label2.pack()~~

```
entry1.pack()
```

```
label2.pack()
```

```
entry2.pack()
```

```
label3.pack()
```

```
entry3.pack()
```

```
submit-button.pack()
```

#Run the main event loop

```
root.mainloop()
```

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RESULT AND ANALYSIS (3)	
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Result: Thus the program using Tkinter module for UI design was executed and verified successfully.