

# Python-Tkinter

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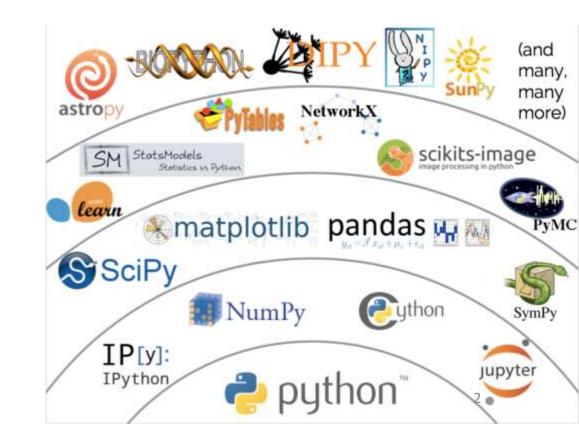
## Agenda

Tkinter is an acronym for "Tk interface"

Machine Learning

Deep Learning

- Introduction Tkinter
- History, usage
- Event driven programming
- GUI Toolkit Button, textboxes, etc
- frames





### Introduction

- Tkinter is the Python interface to the Tk GUI toolkit shipped with Python
- Tkinter is the standard GUI library for Python.
- Python when combined with Tkinter provides a fast and easy way to create GUI applications.
- Tkinter provides a powerful object-oriented interface to the Tk GUI toolkit.

module in Python 2.x is 'Tkinter' and in Python 3.x is 'tkinter'.



## History



- Tk was developed as a GUI extension for the Tcl scripting language by John Ousterhout. The first release was in 1991.
- Tk proved as extremely successful in the 1990's, because it is easier to learn and to use than other toolkits.
- Many programmers wanted to use Tk independently of Tcl.
- Many programming languages has developed binding with Tk, including Perl, Ada (called TASH), Python (called Tkinter), Ruby, and Common Lisp.

Source: google ,wiki.tcl.tk, python-course.eu



## Event Driven Programming

- Event-driven program: A program that responds to actions regardless of the order in which they occur
- Event: Something that happens involving a program's objects
- Event handler: Code that runs when a specific event occurs
- **Bind:** To associate an event with an event handler
- Event loop: A loop that checks for events and calls appropriate event handlers when they occur



### Using Tkinter

- Creating a GUI application using Tkinter is an easy task. All you need to do is perform the following steps:
- **Example**: Import the *Tkinter* module:
  - Importing the module tkinter
  - Create the main window (container)
  - Add any number of widgets to the main window
  - Apply the event Trigger on the widgets.

```
import Tkinter
top = Tkinter.Tk()
# Code to add widgets will go here...
top.mainloop()
```



### Using Tkinter

Two main methods for creating the Python application with GUI.

Tk(screenName=None, baseName=None, className='Tk', useTk=1)

m=tkinter.Tk() where m is the name of the main window object

#### mainloop()

• It is an infinite loop used to run the application, wait for an event to occur and process the event till the window is not closed.

m.mainloop()

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## Using Tkinter

- For geometric configuration of the widgets in the parent windows,
   there are mainly three geometry manager classes:
- pack() method: It organizes the widgets in blocks before placing in the parent widget.
- grid() method: It organizes the widgets in grid (table-like structure) before placing in the parent widget.
- place() method: It organizes the widgets by placing them on specific positions directed by the programmer.



### Button

- import tkinter as tk
  m=tkinter.Tk()
  m.title('Welcome Screen')
  button = tk.Button(m, text='Stop', width=50, command=m.destroy)
  button.pack()
  m.mainloop()
- w=Button(master, option=value)
- Parameters :
  - activebackground: to set the background color when button is under the cursor.
  - activeforeground: to set the foreground color when button is under the cursor.
  - bg: to set he normal background color.
  - command: to call a function.
  - font: to set the font on the button label.
  - image: to set the image on the button.
  - width: to set the width of the button.
  - height: to set the height of the button.



• Label: display box where any text or image can be placed, which can be updated any time as per the code.

#### Label(master, option=value)

- **bg**: to set he normal background color.
- **bg** to set he normal background color.
- command: to call a function.
- **font**: to set the font on the button label.
- image: to set the image on the button.
- width: to set the width of the button.
- height" to set the height of the button.



## **Entry**

- **Entry** is used to input the single line text entry from the user.
- For multi-line text input, Text widget is used.

#### Entry(master, option=value)

- **bd**: to set the border width in pixels.
- **bg**: to set the normal background color.
- cursor: to set the cursor used.
- command: to call a function.
- **highlightcolor**: to set the color shown in the focus highlight.
- width: to set the width of the button.
- height: to set the height of the button.

```
from tkinter import *
master = Tk()
Label(master, text='First Name').grid(row=0)
Label(master, text='Last Name').grid(row=1)
e1 = Entry(master)
e2 = Entry(master)
e1.grid(row=0, column=1)
e2.grid(row=1, column=1)
mainloop()
### A Pirst Name
Last Name

Last Name
```

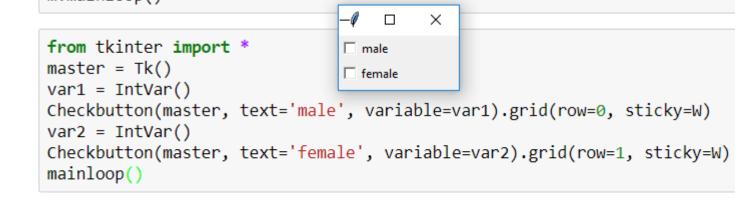


### CheckButton

#### CheckButton (master,

#### option=value)

- **Title**: To set the title of the widget.
- activebackground: to set the background color when widget is under the cursor.
- activeforeground: to set the foreground color when widget is under the cursor.
- **bg**: to set he normal background
- command: to call a function.
- font: to set the font on the button label.
- image: to set the image on the widget.





### Menu

To create all kinds of menus used by the application.

• title: To set the title of the widget.

 activebackground: to set the background color when widget is under the cursor.

File Help

New

Exit

Open...

- activeforeground: to set the foreground color when widget is under the cursor.
- **bg**: to set he normal background color.
- command: to call a function.
- font: to set the font on the button label.
- image: to set the image on the widget.

```
from tkinter import *
root = Tk()
menu = Menu(root)
root.config(menu=menu)
filemenu = Menu(menu)
menu.add_cascade(label='File', menu=filemenu)
filemenu.add_command(label='New')
filemenu.add_command(label='Open...')
filemenu.add_separator()
filemenu.add_command(label='Exit', command=root.quit)
helpmenu = Menu(menu)
menu.add_cascade(label='Help', menu=helpmenu)
helpmenu.add_command(label='About')
mainloop()
```



### MenuButton

It is a part of top-down menu which stays on the window all the time.

- activebackground
- activeforeground
- **bg**: to set he normal background color.
- bd: to set the size of border around the indicator.
- cursor: To appear the cursor when the mouse over the menubutton.
- image: to set the image on the widget.
- width: to set the width of the widget.
- height: to set the height of the widget.
- **highlightcolor**: To set the color of the focus highlight when widget has to be focused.

```
from tkinter import *
                                                    top = Tk()
                                                  ClickMenu
mb = Menubutton ( top, text = "ClickMenu")

✓ Contact

mb.grid()
                                                    About
mb.menu = Menu ( mb, tearoff = 0 )
mb["menu"] = mb.menu
cVar = IntVar()
aVar = IntVar()
mb.menu.add checkbutton ( label ='Contact', variable = cVar )
mb.menu.add checkbutton ( label = 'About', variable = aVar )
mb.pack()
top.mainloop()
```



```
import tkinter as tk
root = tk.Tk()
logo = tk.PhotoImage(file="nielit.png" )
w1 = tk.Label(root, image=logo).pack(side="right")
explanation = """National Institute of Electronics
& Information Technology (NIELIT),
(erstwhile DOEACC Society), an Autonomous
Scientific Society under the administrative
control of Ministry of Electronics & Information
Technology (MoE&IT), Government of India, was
set up to carry out Human Resource Development
and related activities ."""
w2 = tk.Label(root,
              justify=tk.LEFT,
              padx = 10,
              text=explanation).pack(side="left")
root.mainloop()
```

/ tk \_\_ \_ X

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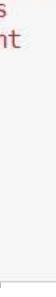


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Scientific Society under the administrative
control of Ministry of Electronics & Information
Technology (MoE&IT), Government of India, was
set up to carry out Human Resource Development
and related activities ."""
w = tk.Label(root,
             compound = tk.CENTER,
```

text=explanation,

root.mainloop()

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





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