Course Name	ITD 2313 – Script Programming
Instructor	Andy Tripp
Student Name	Timothy Obinda
Due date	11/09/2025
Grade	Put grade earned here
Grading Comments	Put instructor comments here

INSTRUCTIONS FOR THE EXERCISE

You should always read the instructions in full. It is best to do a full read through before starting the assignment. Each screenshot needs to be appropriately labeled.

In these instructions, you are given information to execute specific examples in the text. You are given the Section, subsection, and a page number to identify a set of steps. On each page listed, there will be 1 or more numbered tasks to perform. These numbered tasks will be what you are to type in, execute, and then grab the screen shots of. Those screenshots will then go into your submission document.

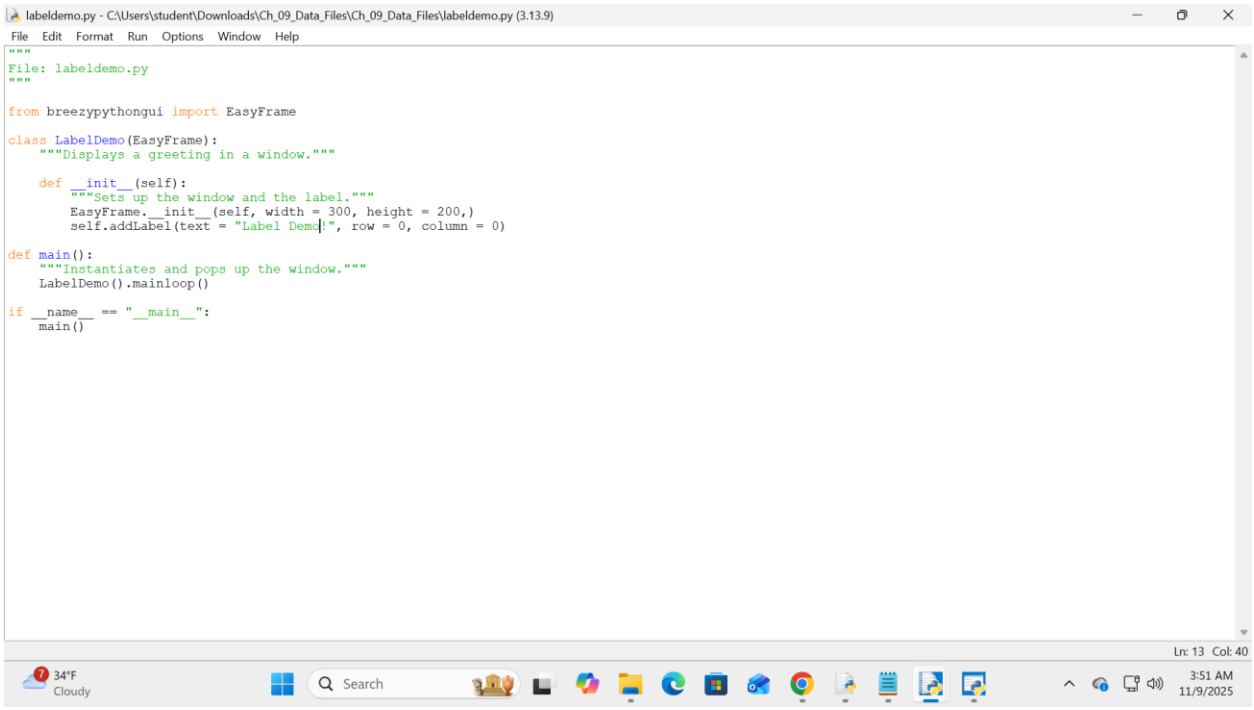
Some advice, copy this instruction set into your submission document and then put the screen shots under each numbered task. Each individual book page in the instructions should be in a different screen shot. For any single book page, you may have all the numbered tasks on that page to be in a single screen shot.

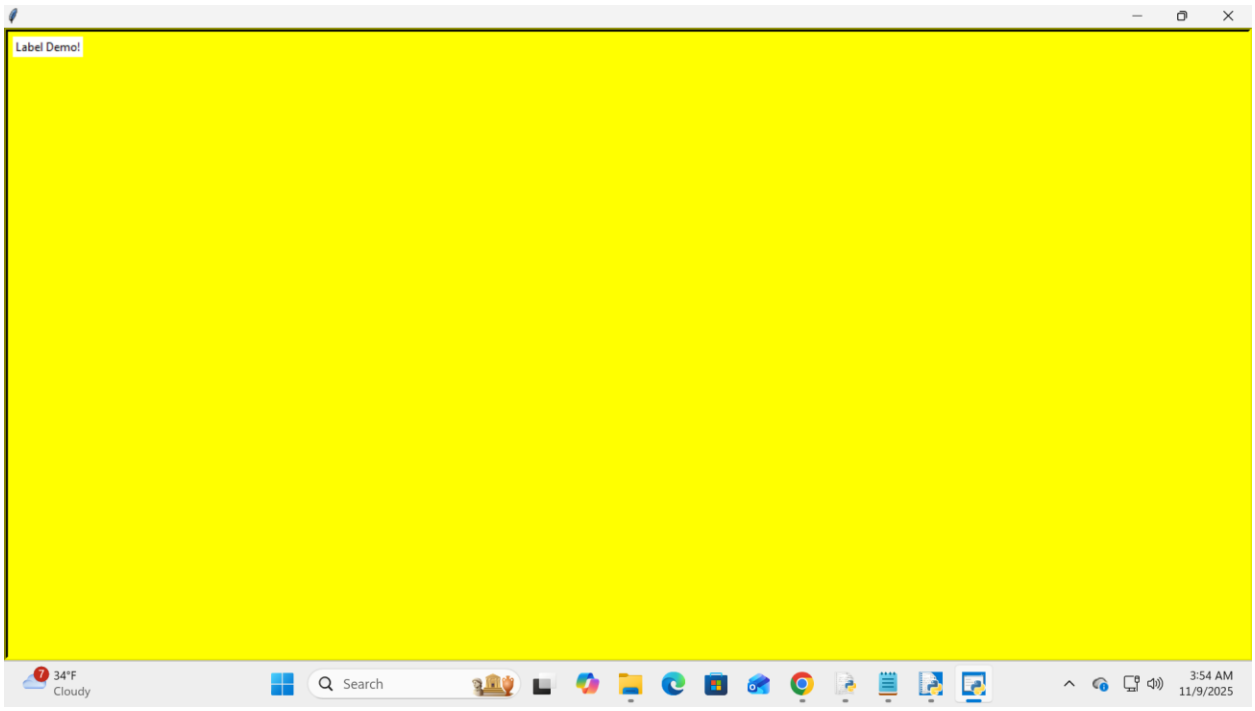
Windows and Window Components

Windows Layout

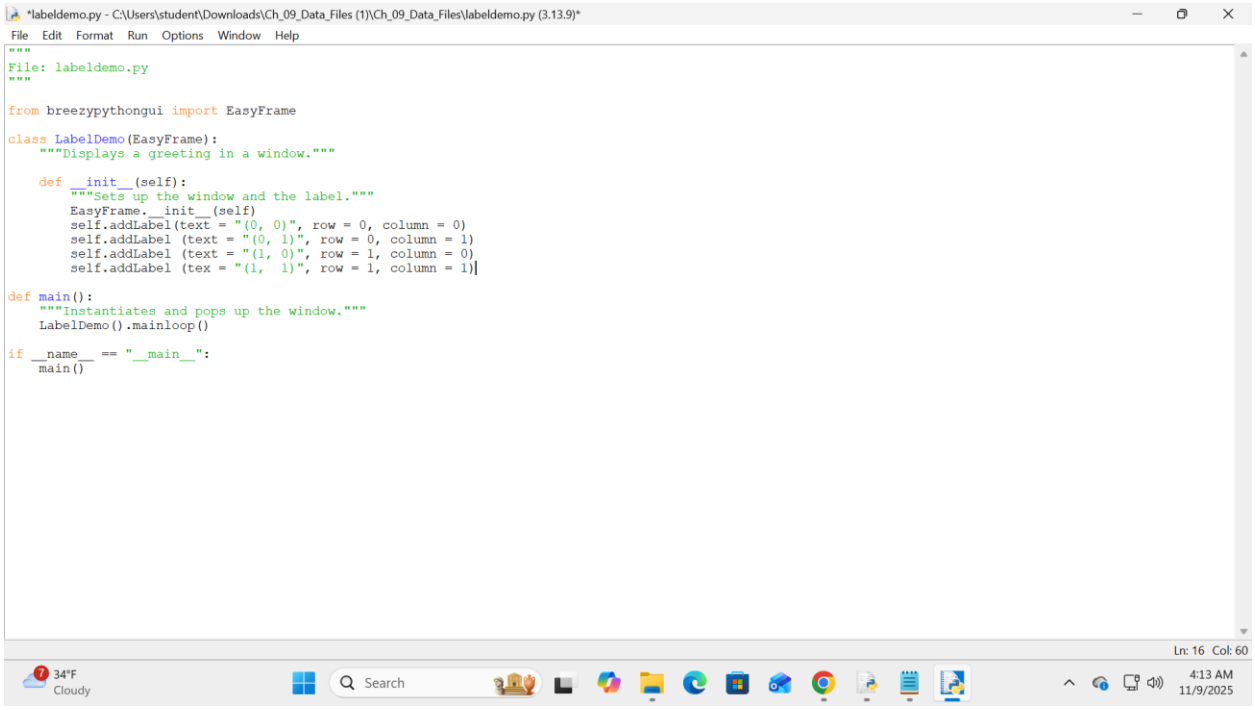
Page 230-231

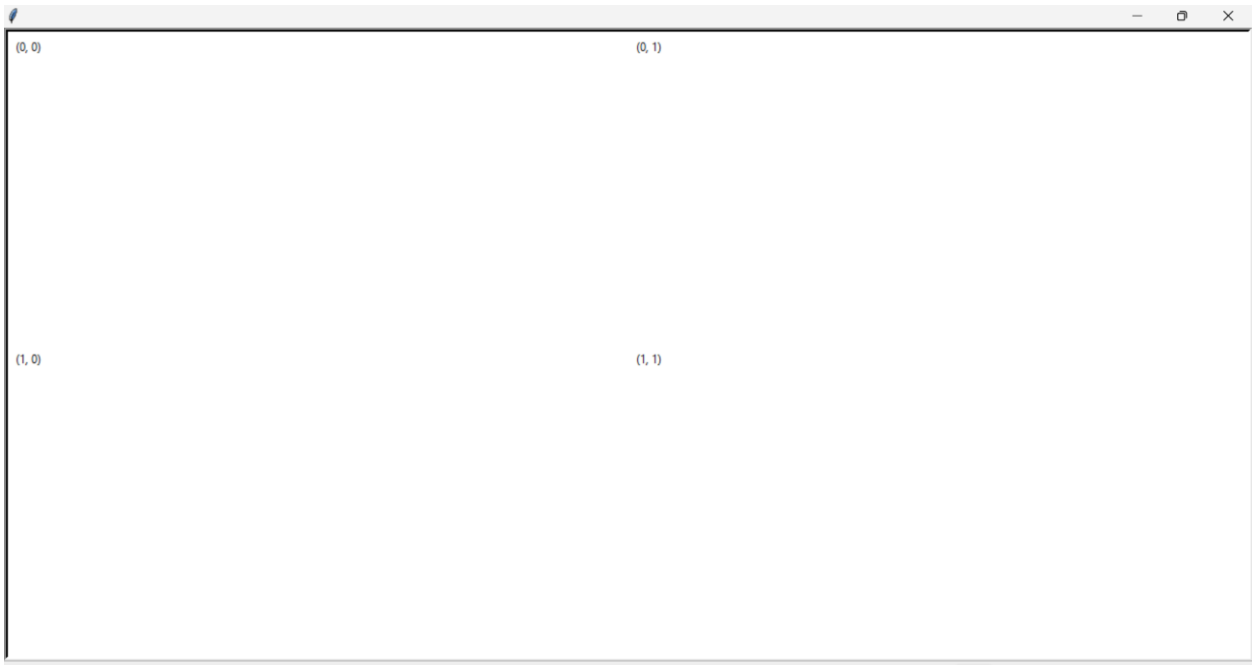
1. Use the code example block on the bottom of page 230 to start this set of instructions. You may need to review the previous pages to set up the GUI environment in Python correctly. Show in this first screenshot the grid layout results. Expand out the window to show the stuck in the corner the text mentions.





2. Using the code example blocks in the middle and at the bottom of page 231, change the look and feel to that of the centered look that is shown on the top of page 232. Expand out the window to show the difference between step 1 and this step output.





labeldemo.py - C:\Users\student\Downloads\Ch_09_Data_Files (1)\Ch_09_Data_Files\labeldemo.py (3.13.9)

File Edit Format Run Options Window Help

```
"""
File: labeldemo.py
"""

from breezypythongui import EasyFrame

class LabelDemo(EasyFrame):
    """Displays a greeting in a window."""

    def __init__(self):
        """Sets up the window and the label."""
        EasyFrame.__init__(self)
        self.addLabel(text = "(0, 0)", row = 0, column = 0
                      sticky = "NSEW")
        self.addLabel (text = "(0, 1)", row = 0, column = 1
                       sticky = "NSEW")
        self.addLabel (text = "(1, 0)", row = 1, column = 0
                       sticky = "NSEW" )
        self.addLabel (text = "(1,  1)", row = 1, column = 1
                       sticky = "NSWE")

def main():
    """Instantiates and pops up the window."""
    LabelDemo().mainloop()

if __name__ == "__main__":
    main()
```

Ln: 20 Col: 38

labeldemo.py - C:\Users\student\Downloads\Ch_09_Data_Files (1)\Ch_09_Data_Files\labeldemo.py (3.13.9)

File Edit Format Run Options Window Help

```
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        self.addLabel (text = "(0, 1)", row = 0, column = 1,
                       sticky = "NSEW")
        self.addLabel (text = "(1, 0)", row = 1, column = 0,
                       sticky = "NSEW" )
        self.addLabel (text = "(1,  1)", row = 1, column = 1,
                       sticky = "NSWE")

def main():
    """Instantiates and pops up the window."""
    LabelDemo().mainloop()

if __name__ == "__main__":
    main()
```
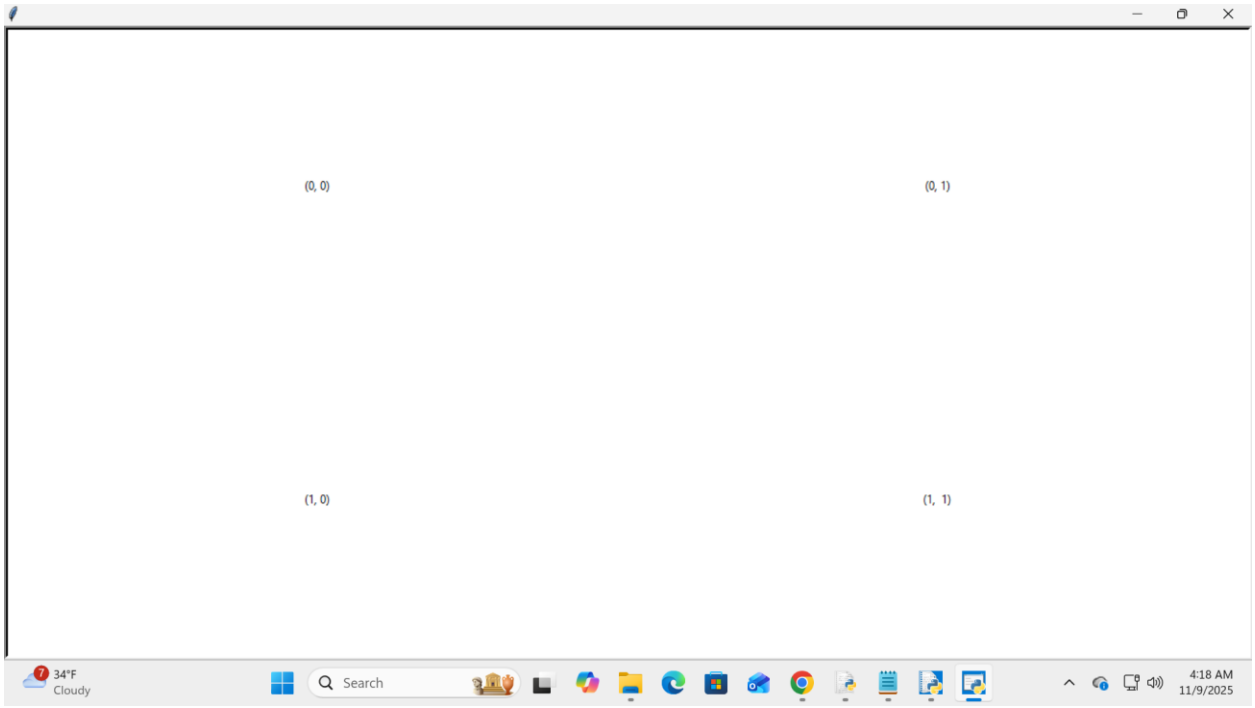

Ln: 10 Col: 0

34°F Cloudy Search 4:19 AM 11/9/2025

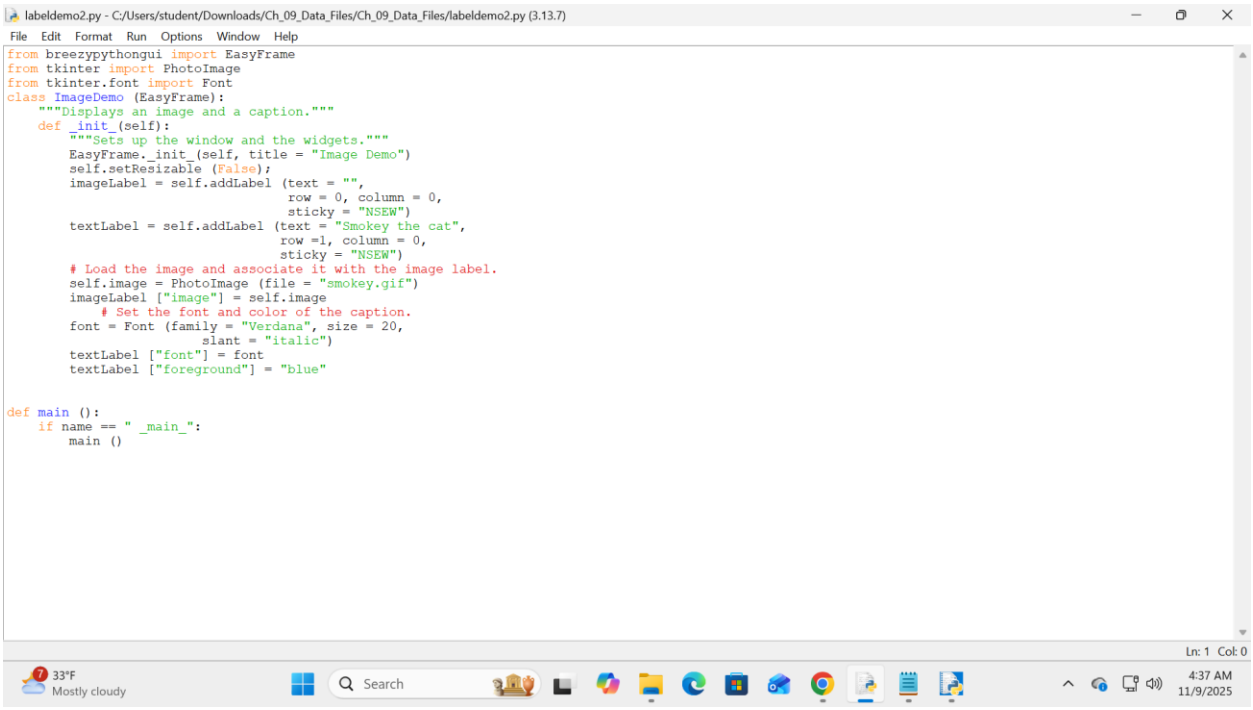


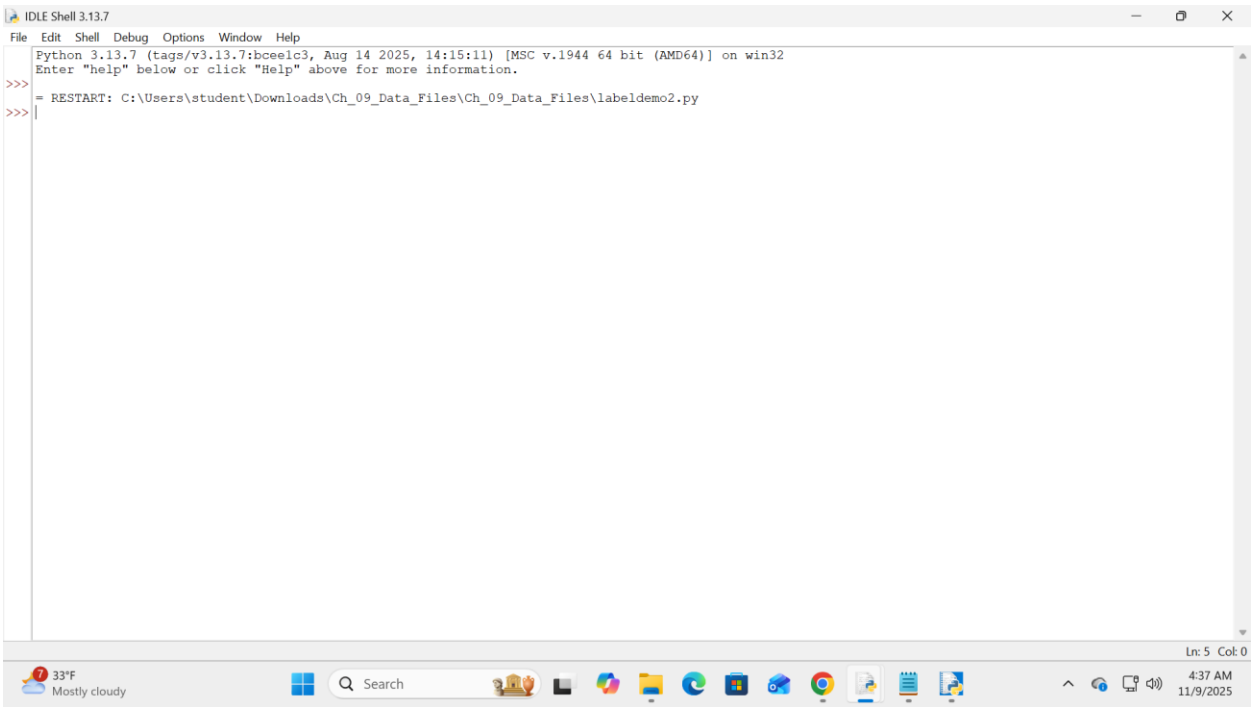
34°F Cloudy Search 4:18 AM 11/9/2025

Displaying Images

Page 233 – 234

1. Smokey the Cat is back. Using the code example block on 233 and spills over to the top of page 234, get the Smokey picture to show up like it does at the top of page 233.

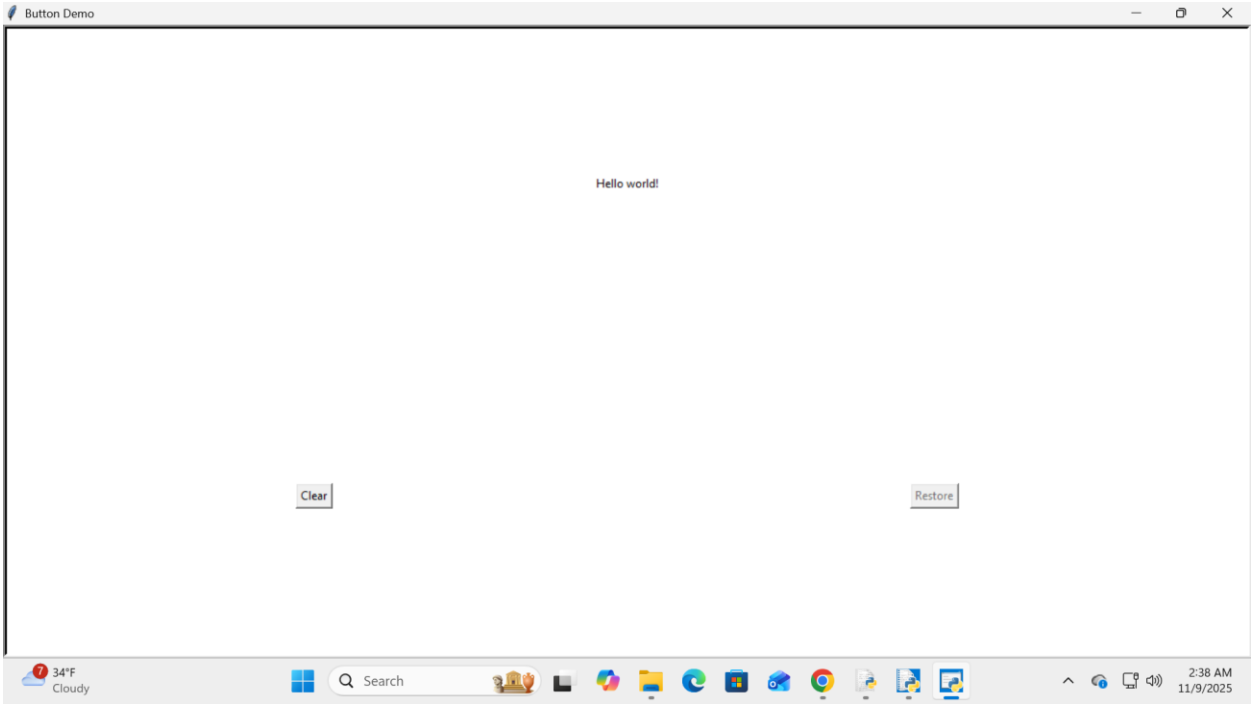




Command Buttons and Responding to events

Pages 235 – 236

1. Use the code example blocks on the pages to get the Hello World program and output seen on page 235 in the middle of the page.

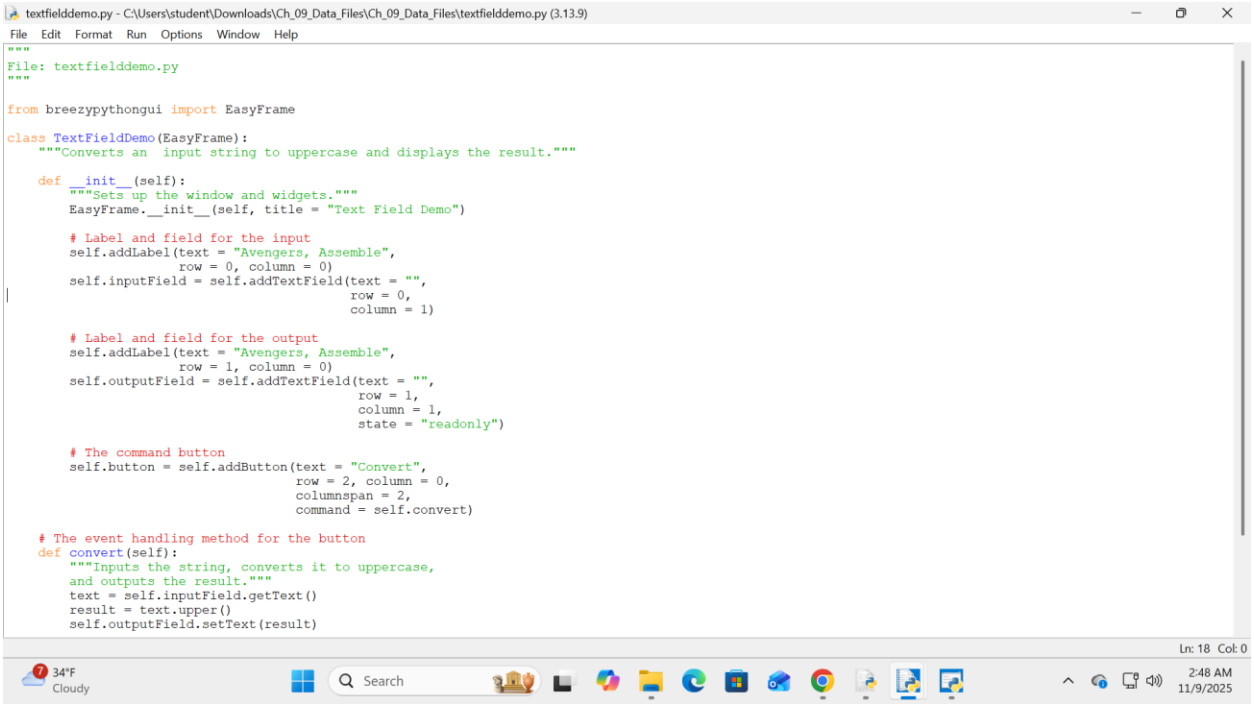


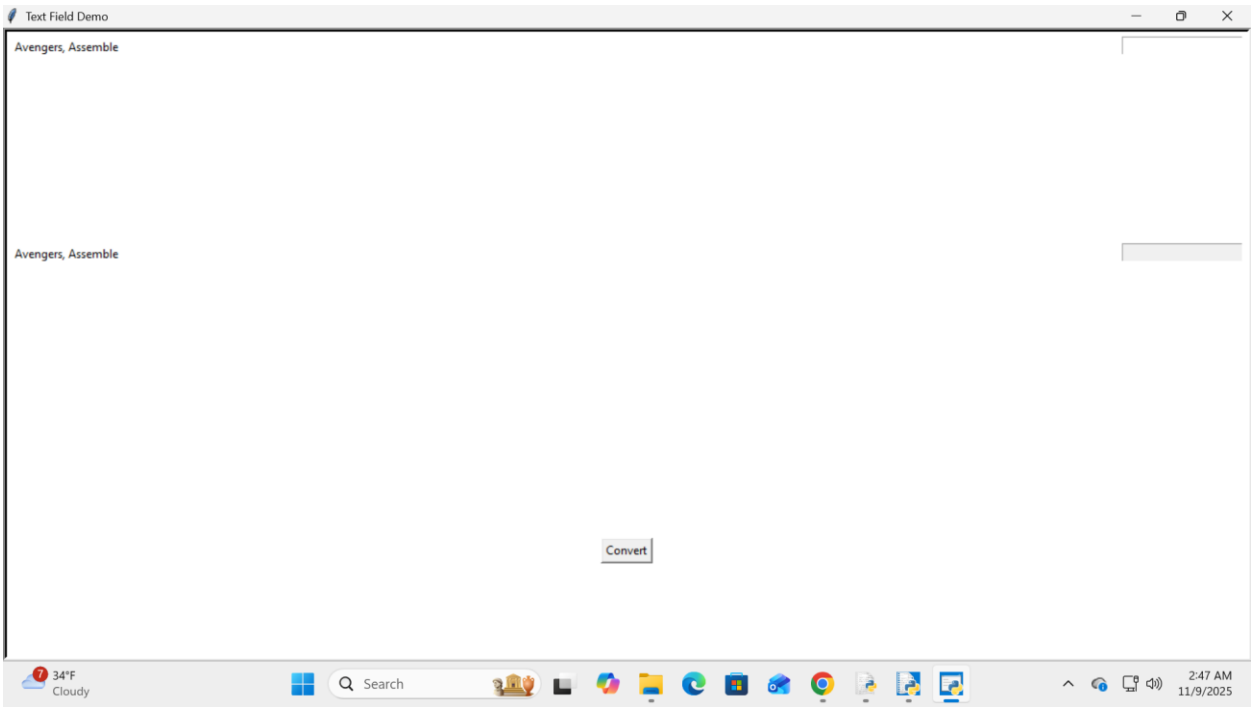
Input and Output with Entry Fields

Text Fields

Page 237 – 238

1. Using the code example blocks on these pages, produce the input/output example on the middle page 237. Grab the screenshot with a phrase that is your favorite inspirational quote of all time instead of the phrase seen in the text.

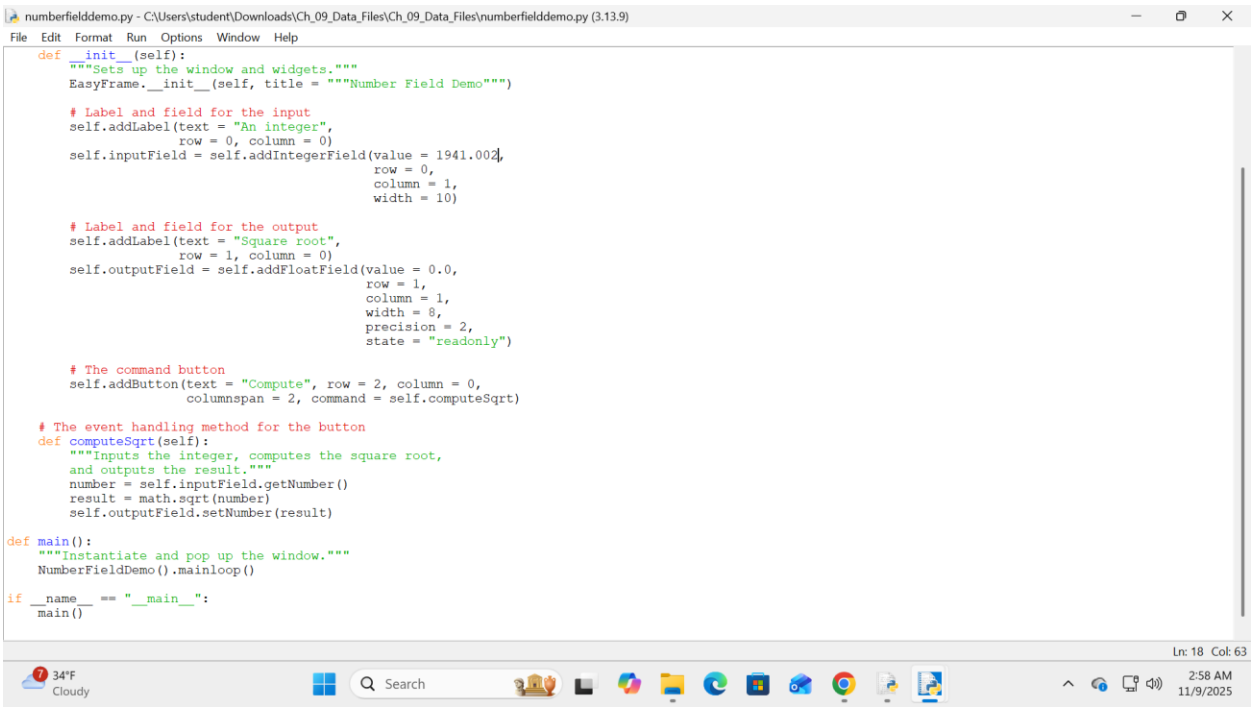

textfielddemo.py - C:\Users\student\Downloads\Ch_09_Data_Files\Ch_09_Data_Files\textfielddemo.py (3.13.9)
File Edit Format Run Options Window Help
"""
File: textfielddemo.py
"""
from breezypythongui import EasyFrame
class TextFieldDemo(EasyFrame):
"""Converts an input string to uppercase and displays the result."""
def __init__(self):
"""Sets up the window and widgets."""
EasyFrame.__init__(self, title = "Text Field Demo")
# Label and field for the input
self.addLabel(text = "Avengers, Assemble",
row = 0, column = 0)
self.inputField = self.addTextField(text = "",
row = 0,
column = 1)
# Label and field for the output
self.addLabel(text = "Avengers, Assemble",
row = 1, column = 0)
self.outputField = self.addTextField(text = "",
row = 1,
column = 1,
state = "readonly")
# The command button
self.button = self.addButton(text = "Convert",
row = 2, column = 0,
columnspan = 2,
command = self.convert)
# The event handling method for the button
def convert(self):
"""Inputs the string, converts it to uppercase,
and outputs the result."""
text = self.inputField.getText()
result = text.upper()
self.outputField.setText(result)
Ln: 18 Col: 0
34°F
Cloudy
Search
2:48 AM
11/9/2025

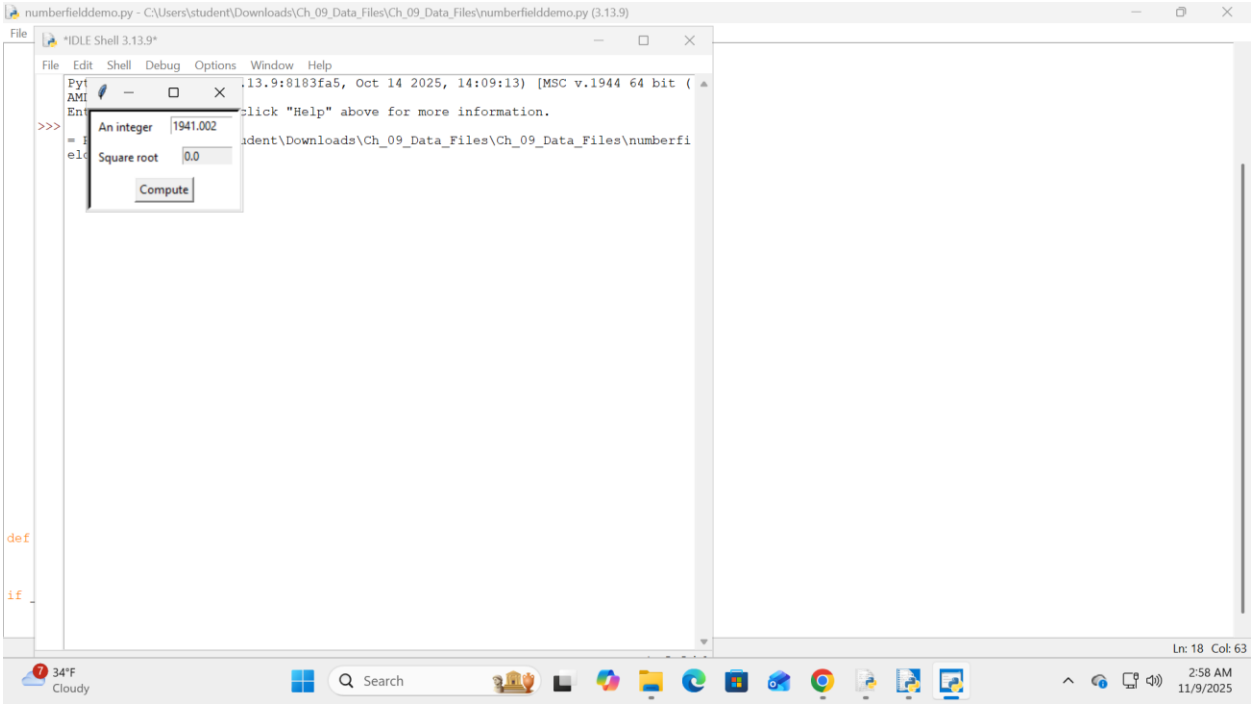


Integer and Float Fields for Numeric Data

Pages 238 – 239

1. Using the code example blocks on these two pages, produce the output seen on the bottom of page 238 except use the number 1941.002 as the number entered and show in the program instead of what is shown in the text.

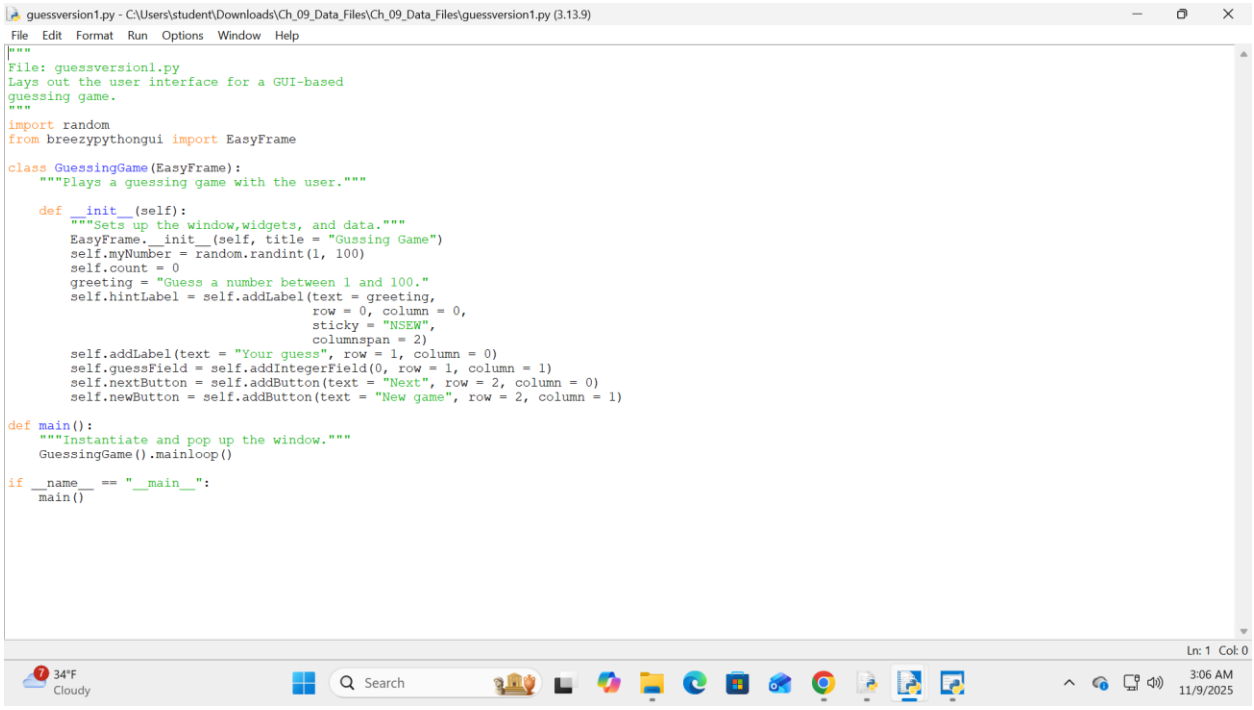


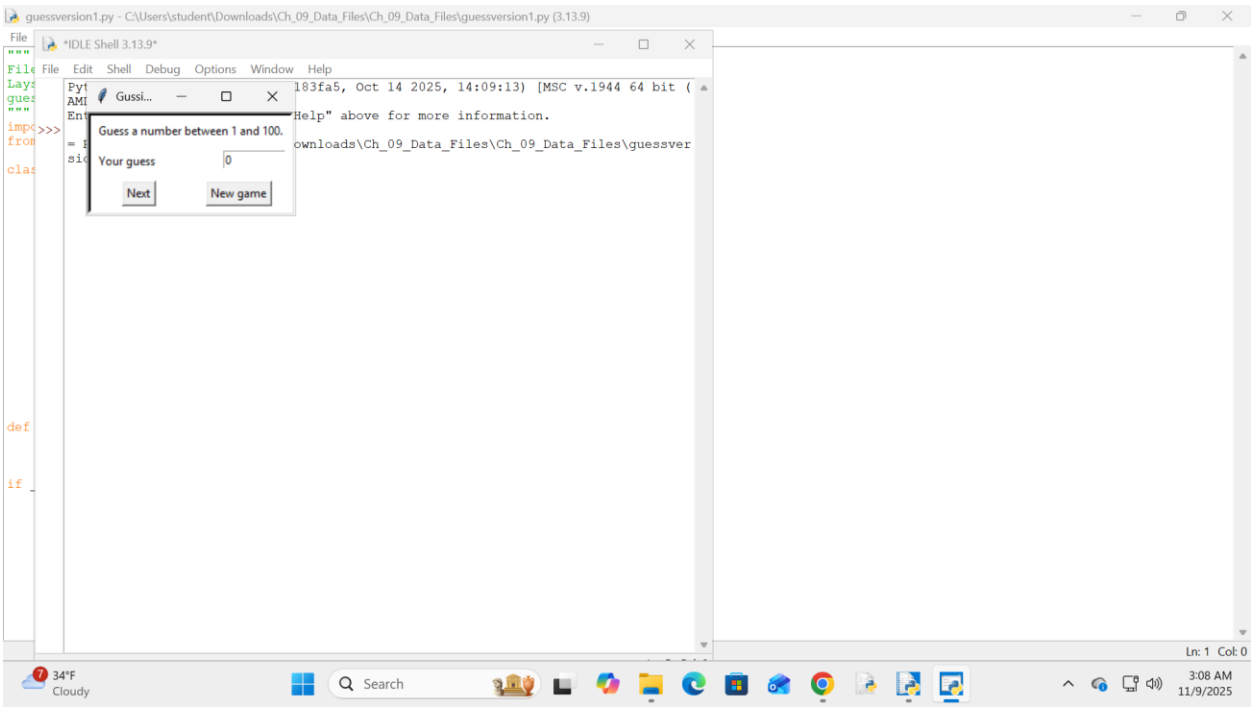


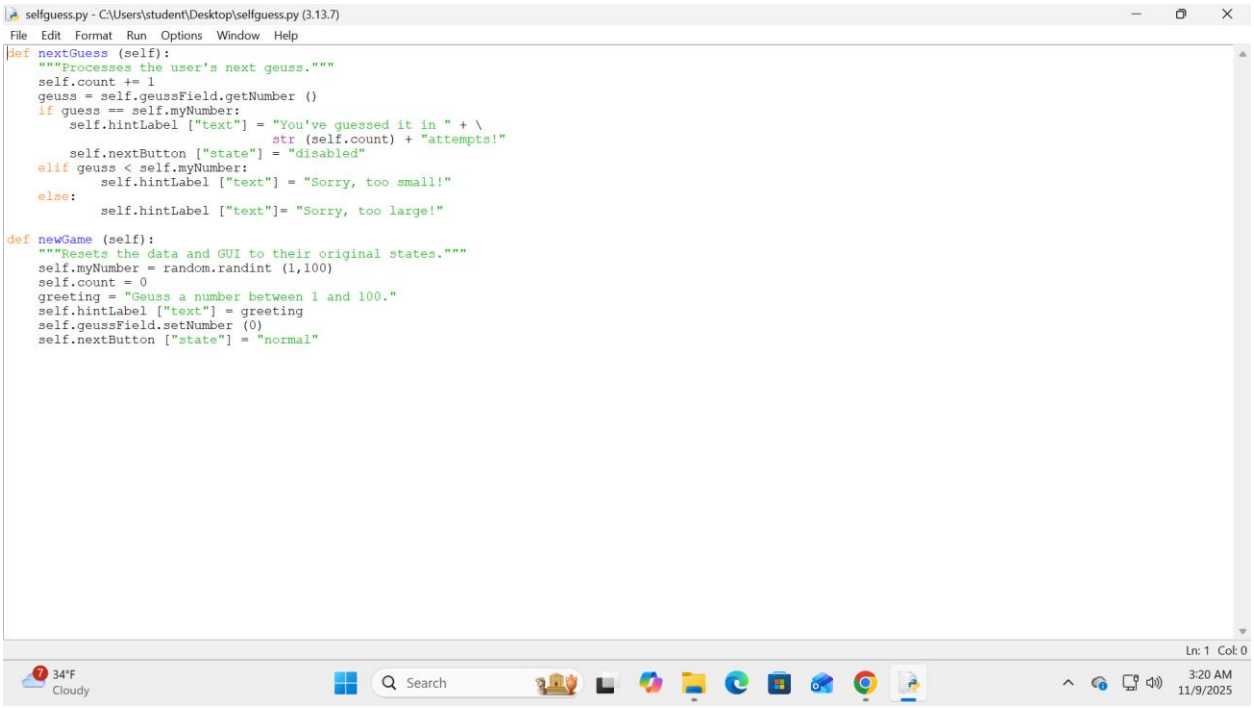
Fail-Safe Programming

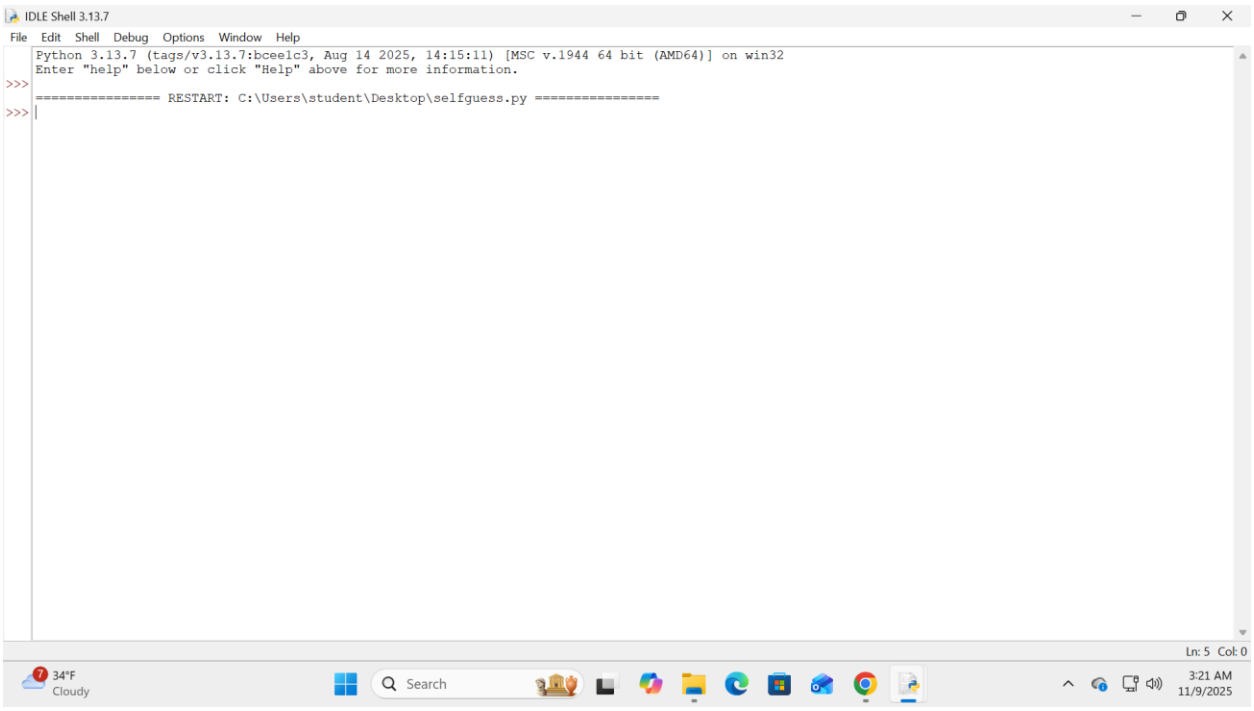
Page 245 – 246

1. Using the code example blocks on the pages, produce the output shown on page 246. You may use the text book's example for this one if you so choose.




guessversion1.py - C:\Users\student\Downloads\Ch_09_Data_Files\Ch_09_Data_Files\guessversion1.py (3.13.9)
IDLE Shell 3.13.9
File Edit Shell Debug Options Window Help
Gussi...
Guess a number between 1 and 100.
Your guess
0
Next
New game
Ln: 1 Col: 0
34°F
Cloudy
Search
3:08 AM
11/9/2025


selfguess.py - C:\Users\student\Desktop\selfguess.py (3.13.7)
File Edit Format Run Options Window Help
def nextGuess (self):
"""Processes the user's next geuss."""
self.count += 1
geuss = self.geussField.getNumber ()
if guess == self.myNumber:
self.hintLabel ["text"] = "You've guessed it in " + \
str (self.count) + "attempts!"
self.nextButton ["state"] = "disabled"
elif geuss < self.myNumber:
self.hintLabel ["text"] = "Sorry, too small!"
else:
self.hintLabel ["text"]= "Sorry, too large!"
def newGame (self):
"""Resets the data and GUI to their original states."""
self.myNumber = random.randint (1,100)
self.count = 0
greeting = "Geuss a number between 1 and 100."
self.hintLabel ["text"] = greeting
self.geussField.setNumber (0)
self.nextButton ["state"] = "normal"
Ln: 1 Col: 0
34°F
Cloudy
Search
3:20 AM
11/9/2025



You may find the other examples of code in the chapter to be very useful to work through but no screen shots will be required of them. You are highly encouraged to experiment with the various topics that are not specifically assigned in this assignment.