

**Name:** Atharv Uday Wadadekar

**Roll No.:** 69

**Experiment No.12:**

**Aim:** Write a python program to implement GUI Tools, using Tkinter.

**Code and Output:**

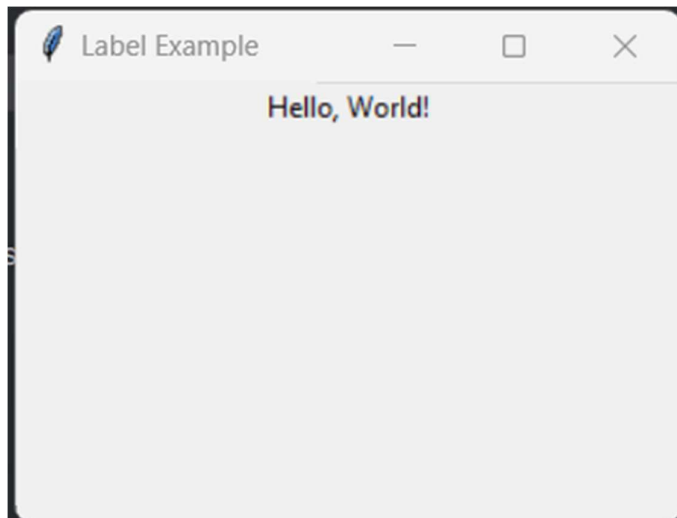
**1. Title:**

```
1  import tkinter as tk
2
3  window = tk.Tk()
4  window.title("Title Example")
5
6  window.mainloop()
7
```



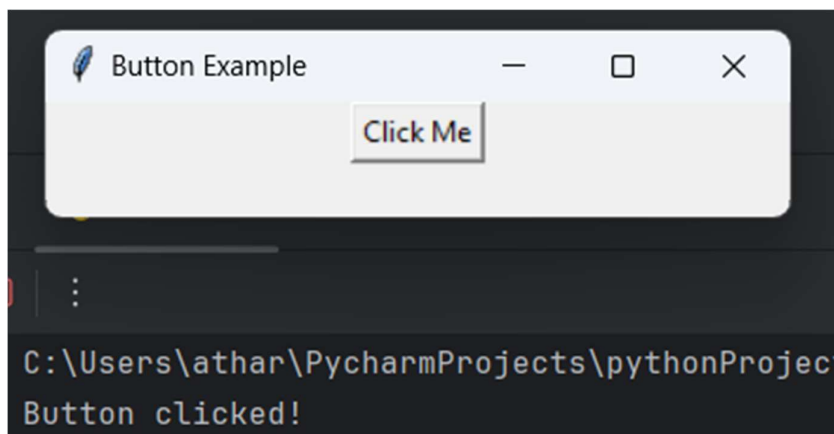
**2. Label:**

```
1  import tkinter as tk
2
3  window = tk.Tk()
4  window.title("Label Example")
5
6  label = tk.Label(window, text="Hello, World!")
7  label.pack()
8
9  window.mainloop()
10
```



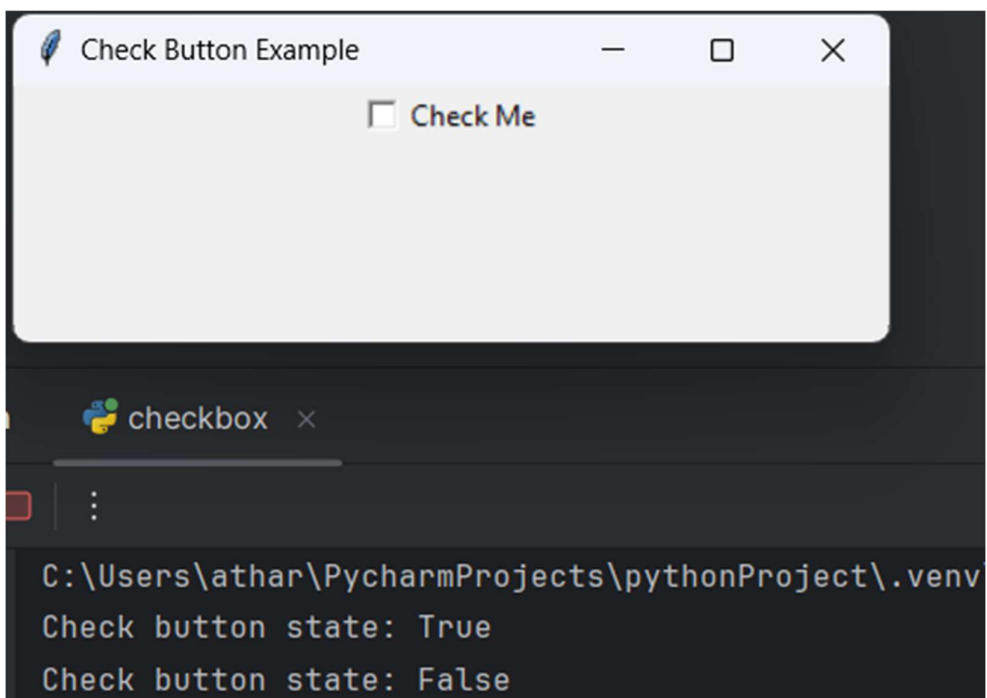
### 3. Button:

```
1 import tkinter as tk
2
3 1 usage
4 def button_clicked():
5     print("Button clicked!")
6
7 window = tk.Tk()
8 window.title("Button Example")
9
10 button = tk.Button(window, text="Click Me", command=button_clicked)
11 button.pack()
12
13 window.mainloop()
```



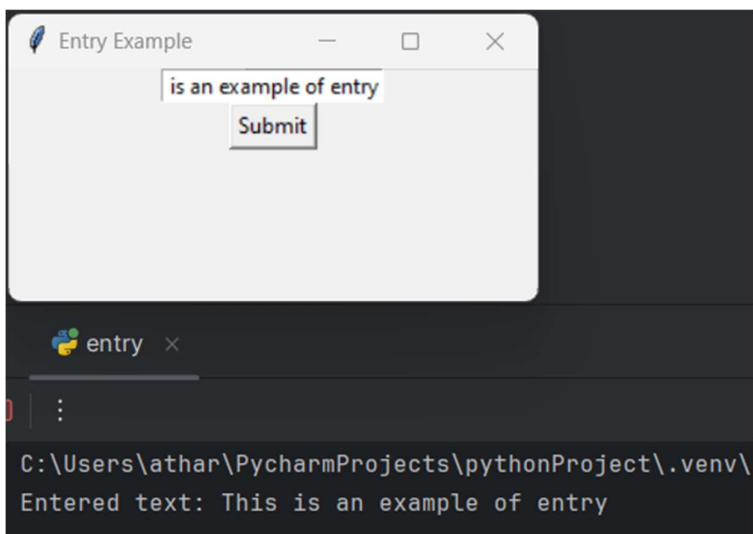
#### 4. Check Button:

```
1 import tkinter as tk
2
3 usage
4 def check_button_clicked():
5     print("Check button state:", var.get())
6
7 window = tk.Tk()
8 window.title("Check Button Example")
9
10 var = tk.BooleanVar()
11 check_button = tk.Checkbutton(window, text="Check Me", variable=var, command=check_button_clicked)
12 check_button.pack()
13 window.mainloop()
14
```



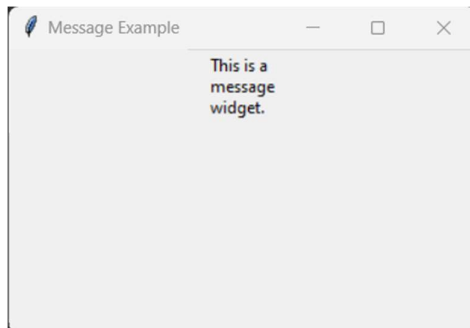
## 5. Entry

```
1 import tkinter as tk
2
3 1 usage
4 def entry_submitted():
5     print("Entered text:", entry.get())
6
7 window = tk.Tk()
8 window.title("Entry Example")
9
10 entry = tk.Entry(window)
11 entry.pack()
12
13 submit_button = tk.Button(window, text="Submit", command=entry_submitted)
14 submit_button.pack()
15
16 window.mainloop()
```



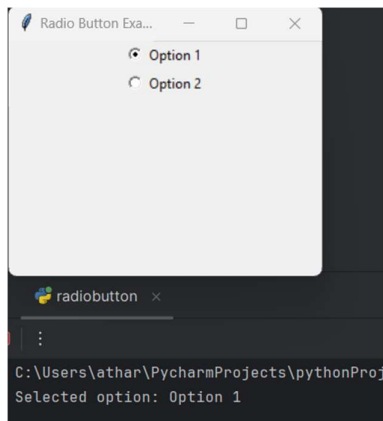
## 6. Message

```
1 import tkinter as tk
2
3 window = tk.Tk()
4 window.title("Message Example")
5
6 message = tk.Message(window, text="This is a message widget.")
7 message.pack()
8
9 window.mainloop()
10
```



## 7. Radio Button

```
1 import tkinter as tk
2
3 2 usages
4 def radio_button_selected():
5     print("Selected option:", var.get())
6
7 window = tk.Tk()
8 window.title("Radio Button Example")
9
10 var = tk.StringVar()
11 radio_button1 = tk.Radiobutton(window, text="Option 1", variable=var, value="Option 1", command=radio_button_selected)
12 radio_button1.pack()
13
14 radio_button2 = tk.Radiobutton(window, text="Option 2", variable=var, value="Option 2", command=radio_button_selected)
15 radio_button2.pack()
16
17 window.mainloop()
```



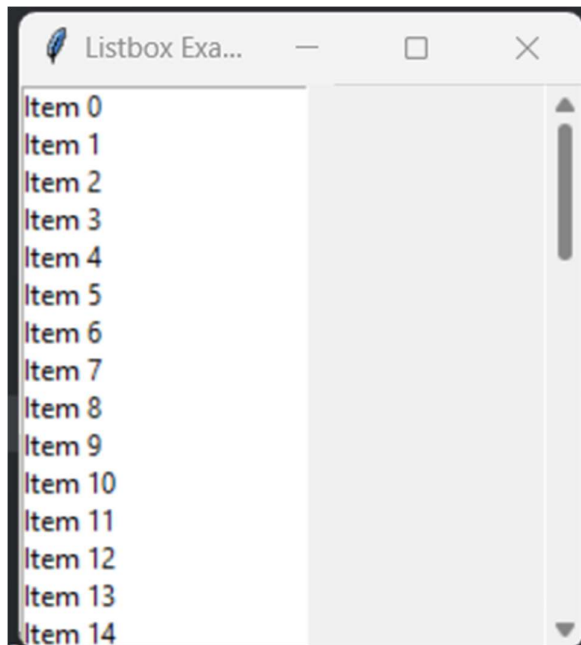
## 8. Text

```
1 import tkinter as tk
2
3 window = tk.Tk()
4 window.title("Text Example")
5
6 text = tk.Text(window)
7 text.pack()
8
9 window.mainloop()
10
```



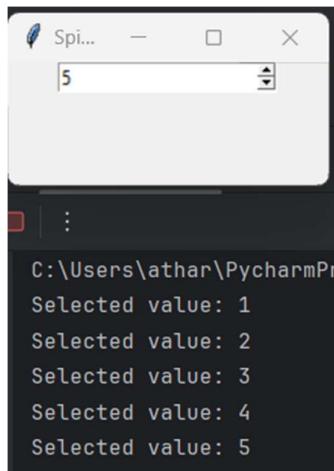
## 9. Scroll bar and Listbox

```
1  import tkinter as tk
2
3  window = tk.Tk()
4  window.title("Listbox Example")
5
6  scrollbar = tk.Scrollbar(window)
7  scrollbar.pack(side=tk.RIGHT, fill=tk.Y)
8
9  listbox = tk.Listbox(window, yscrollcommand=scrollbar.set)
10 for i in range(50):
11     listbox.insert(tk.END, *elements: "Item " + str(i))
12 listbox.pack(side=tk.LEFT, fill=tk.BOTH)
13
14 scrollbar.config(command=listbox.yview)
15
16 window.mainloop()
17
```



#### 10. SpinBox:

```
1 import tkinter as tk
2
3 usage
4 def spin_box_changed():
5     print("Selected value:", spin_box.get())
6
7 window = tk.Tk()
8 window.title("Spin Box Example")
9
10 spin_box = tk.Spinbox(window, from_=0, to=10, command=spin_box_changed)
11 spin_box.pack()
12 window.mainloop()
13
```



## 11. Canvas

```
1 import tkinter as tk
2
3 window = tk.Tk()
4 window.title("Canvas Example")
5
6 canvas = tk.Canvas(window, width=200, height=100, bg="white")
7 canvas.pack()
8
9 canvas.create_rectangle(50, 25, 150, 75, fill="blue")
10
11 window.mainloop()
12
```

