# puthon Aplicaciones de





Escritorio con

Tkinter



Ventanas utilizando POO

## Contenido

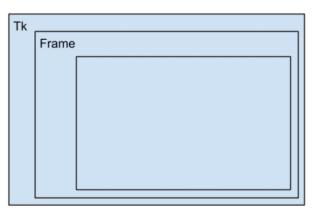
Frame

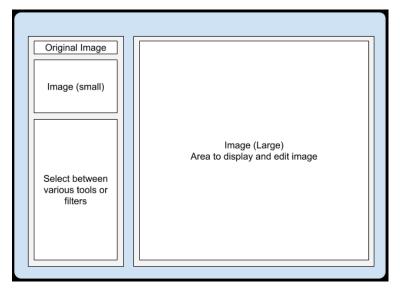
Ventana utilizando POO

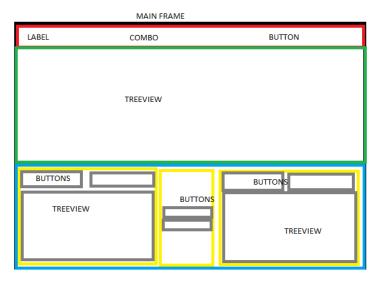


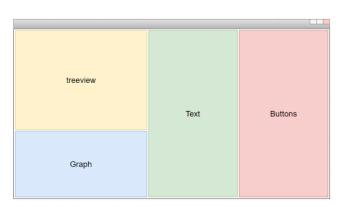
### Frame

 Los Frames son marcos contenedores de otros widgets. Pueden tener tamaño propio y posicionarse en distintos lugares de otro contenedor (ya sea la raíz u otro marco)













```
from tkinter import Button, Frame, Tk
                                                      Frame
root = Tk()
root.title("Ejemplo 2 Frames")
                                                      (ejemplo)
root.geometry("200x70")
frame1 = Frame(root, bq="blue")
frame1.pack(expand=True, fill='both')
frame2 = Frame(root, bg="yellow")
frame2.pack (expand=True, fill='both')
frame2.config(cursor='heart')
redbutton = Button(frame1, text="Red", fq="red")
greenbutton = Button(frame1, text="Brown", fg="brown")
bluebutton = Button(frame1, text="Blue", fq="blue")
redbutton.place(relx=.05, rely=.05, relwidth=.25, relheight=.9)
greenbutton.place(relx=.35, rely=.05, relwidth=.25, relheight=.9)
bluebutton.place (relx=.65, rely=.05, relwidth=.25, relheight=.9)
blackbutton = Button(frame2, text="Black", fg="black")
blackbutton.pack()
root.mainloop()
```



Eje...



Blue

Black

### Frame

(configuración)

```
w = Frame ( master, option, ... )
```

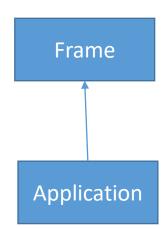
```
w.config(bg="blue")  # color de fondo, background
w.config(cursor="pirate")  # tipo de cursor (arrow defecto)
w.config(relief="sunken")  # relieve del frame |
w.config(bd=25)  # tamaño del borde en pixeles
```

Efecto	Sintaxis
Cambiar el tamaño	mi_Frame.config(v <mark>vidt</mark> h="400", height="200")
Cambiar color de fondo	mi_Frame.config( <mark>bg=</mark> "blue")
Cambiar grosor del borde	mi_Frame.config( <mark>bd=</mark> 24)
Cambiar el tipo de borde	mi_Frame.config( <mark>relief</mark> ="sunken")
Cambiar el cursor	mi_Frame.config( <mark>cursor</mark> ="heart")



```
import tkinter as tk
class Application(tk.Frame):
    def init (self, master=None):
        super(). init (master)
                                                   Hello World
        self.master = master
                                                    (click me)
        self.pack()
                                                     OUIT
        self.create widgets()
    def create widgets(self):
        self.hi there = tk.Button(self)
        self.hi there["text"] = "Hello World\n(click me)"
        self.hi there["command"] = self.say hi
        self.hi there.pack(side="top")
        self.quit = tk.Button(self, text="QUIT", fg="red",
                               command=self.master.destroy)
        self.quit.pack(side="bottom")
    def say hi(self):
        print("hi there, everyone!")
root = tk.Tk()
app = Application(master=root)
app.mainloop()
```

## Ventana utilizando POO





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