



Activity 6.1 Sample login using kivy

```
from kivy.app import App
from kivy.uix.gridlayout import GridLayout
from kivy.uix.label import Label
from kivy.uix.textinput import TextInput

class LoginScreen(GridLayout):

    def __init__(self, **kwargs):
        super(LoginScreen, self).__init__(**kwargs)
        self.cols = 2
        self.add_widget(Label(text='User Name'))
        self.username = TextInput(multiline=False)
        self.add_widget(self.username)
        self.add_widget(Label(text='Password'))
        self.password = TextInput(password=True, multiline=False)
        self.add_widget(self.password)

class MyApp(App):

    def build(self):
        return LoginScreen()

if __name__ == '__main__':
    MyApp().run()
```



OUTPUT

```
File Edit Selection View Go Run Terminal Help
main.py - ITEL304_ACTIVITY6_DELROSARIO - Visual Studio Code

main.py x helloworld.py
main.py > MyApp > build
1 from kivy.app import App
2 from kivy.uix.gridlayout import GridLayout
3 from kivy.uix.label import Label
4 from kivy.uix.textinput import TextInput
5
6 class LoginScreen(GridLayout):
7
8     def __init__(self, **kwargs):
9         super(LoginScreen, self).__init__(**kwargs)
10        self.cols = 2
11        self.add_widget(Label(text='User Name'))
12        self.username = TextInput(multiline=False)
13        self.add_widget(self.username)
14        self.add_widget(Label(text='Password'))
15        self.password = TextInput(password=True, multiline=False)
16        self.add_widget(self.password)
17
18 class MyApp(App):
19
20     def build(self):
21         return LoginScreen()
22
23 if __name__ == '__main__':
24     MyApp().run()
25
26
```

PROBLEMS TERMINAL JUPYTER DEBUG CONSOLE

```
PS C:\Users\hgoycb\Desktop\ITEL304_ACTIVITY6_DELROSARIO> & C:/Python310/python...
[INFO ] [Logger ] Record log in C:\Users\hgoycb\.kivy\logs\kivy_22-11-20
[INFO ] [deps ] Successfully imported "kivy_deps.gstreamer" 0.3.3
[INFO ] [deps ] Successfully imported "kivy_deps.angle" 0.3.3
[INFO ] [deps ] Successfully imported "kivy_deps.glew" 0.3.1
[INFO ] [deps ] Successfully imported "kivy_deps.sdl2" 0.4.5
[INFO ] [Kivy ] v2.1.0
[INFO ] [Kivy ] Installed at "C:\Python310\lib\site-packages\kivy\_in
[INFO ] [Python ] v3.10.7 (tags/v3.10.7:6cc6b13, Sep 5 2022, 14:08:36)
[INFO ] [Python ] Interpreter at "C:\Python310\python.exe"
[INFO ] [Logger ] Purge log fired. Processing...
[INFO ] [Logger ] Purge finished!
```

Ln 20, Col 21 Spaces: 4 UTF-8 CRLF Python 3.10.7 64-bit

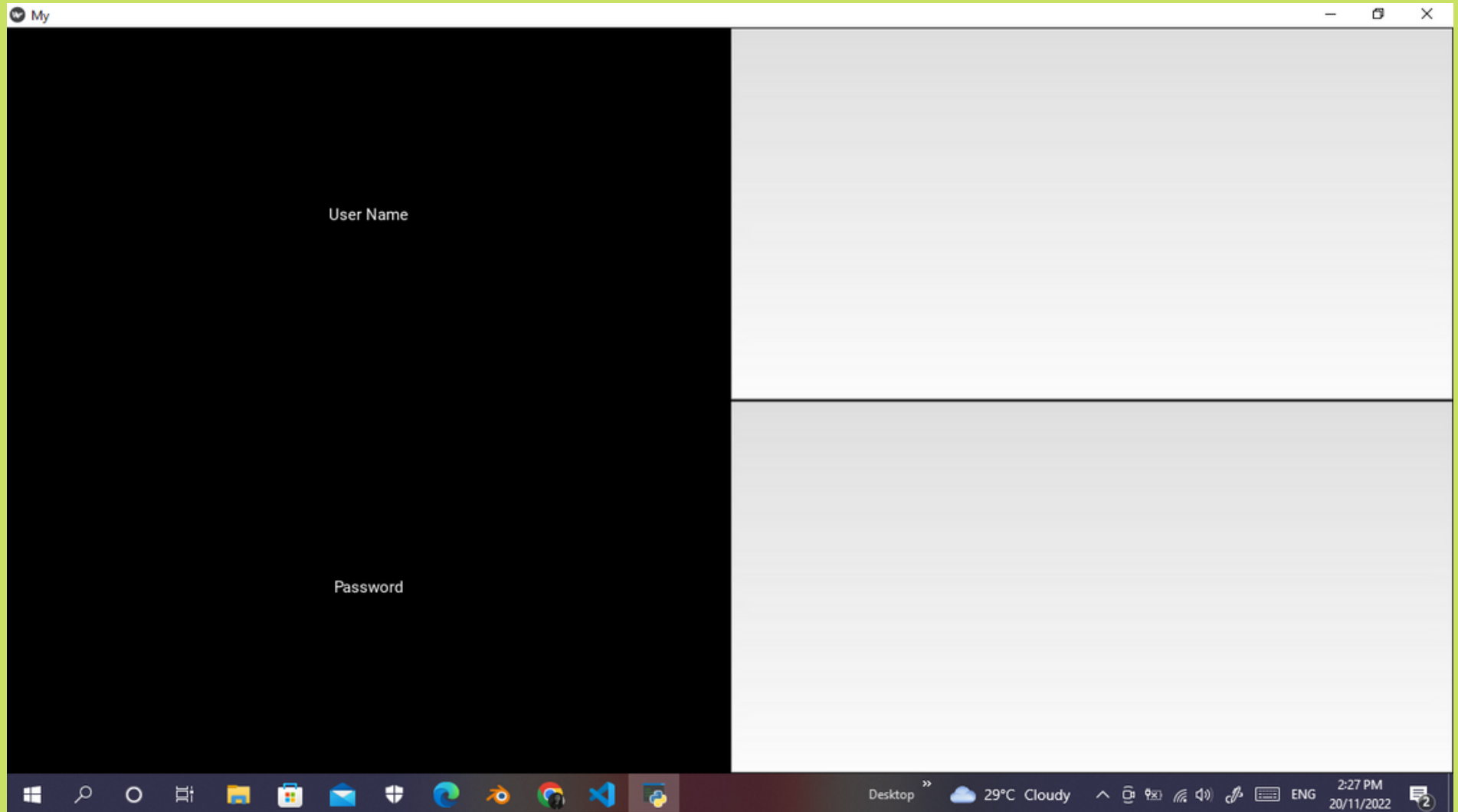
Desktop 29°C Cloudy 2:27 PM 20/11/2022

Student Name: Justine Del Rosario
BSIT III- C

Instructor : Regina Rose R. Castillo
Integrative Programming Technologies II



OUTPUT





Activity 6.2 Sample Float Layout.

```
from kivy.app import App
from kivy.lang import Builder

root = Builder.load_string("""
FloatLayout:
    canvas.before:
        Color:
            rgba: 0, 0, 255, 0.3
        Rectangle:
            # self here refers to the widget i.e FloatLayout
            pos: self.pos
            size: self.size

    Button:
        text: 'Hello World!!'
        size_hint: .5, .5
        pos_hint: {'center_x':.5, 'center_y': .5}""")

class MainApp(App):

    def build(self):
        return root

if __name__ == '__main__':
    MainApp().run()
```

Student Name: Justine Del Rosario
BSIT III- C

Instructor : Regina Rose R. Castillo
Integrative Programming Technologies II



OUTPUT

```
1 from kivy.app import App
2 from kivy.lang import Builder
3
4 root = Builder.load_string('''
5 FloatLayout:
6     canvas.before:
7         Color:
8             rgba: 0, 0, 255, 0.3
9         Rectangle:
10             # self here refers to the widget i.e FloatLayout
11             pos: self.pos
12             size: self.size
13
14     Button:
15         text: 'Hello World!!'
16         size_hint: .5, .5
17
18         pos_hint: {'center_x':.5, 'center_y': .5}''')
19
20 class MainApp(App):
21
22     def build(self):
23         return root
24
25 if __name__ == '__main__':
26     MainApp().run()
```

[INFO] [GL] [OpenGL vendor <b'Intel'>

[INFO] [GL] [OpenGL renderer <b'Intel(R) HD Graphics 520'>

[INFO] [GL] [OpenGL parsed version: 4, 5]

[INFO] [GL] [Shading version <b'4.50 - Build 24.20.100.6344'>

[INFO] [GL] [Texture max size <16384>

[INFO] [GL] [Texture max units <32>

[INFO] [Window] [auto add sdl2 input provider]

[INFO] [Window] [virtual keyboard not allowed, single mode, not docked]

[INFO] [Text] [Provider: sdl2]

[INFO] [Base] [Start application main loop]

[INFO] [GL] [NPOT texture support is available]

There's an update available: Visual Studio Code 1.73.1

Install Update Later Release Notes

Ln 6, Col 19 Spaces: 4 UTF-8 CRLF Python 3.10.7 64-bit

Desktop 28°C Cloudy 6:37 PM 20/11/2022

Student Name: Justine Del Rosario
BSIT III- C

Instructor : Regina Rose R. Castillo
Integrative Programming Technologies II



OUTPUT

