Oppgave 2:

from tkinter import\*

def beregn\_porto():

vekt=int(vekta.get())

if vekt<=20:

porto.set('17')

elif vekt<=50:

porto.set('24')

elif vekt<=100:

porto.set('27')

elif vekt<=350:

porto.set('45')

elif vekt<=100:

porto.set('88')

else:

porto.set('125')

window=Tk()

window.title('Portokalkulator')

lbl\_vekt=Label(window, text='Forsendelsens vekt (i gram):')

lbl\_vekt.grid(row=0,column=0,padx=100,pady=15)

vekta=StringVar()

ent\_vekt=Entry(window,width=30, textvariable=vekta)

ent\_vekt.grid(row=0, column=1,padx=100,pady=15)

btn\_beregn=Button(window, text='Beregn Porto', command=beregn\_porto)

btn\_beregn.grid(row=0, column=3, padx=100, pady=15)

lbl\_porto=Label(window,text='Porto:')

lbl\_porto.grid(row=1, column=0, padx=100,pady=15)

porto=StringVar()

ent\_porto=Entry(window,width=5, state='readonly', textvariable=porto)

ent\_porto.grid(row=1, column=1, columnspan=2 ,pady=15)

btn\_avslutt=Button(window,text='Avslutt', command=window.destroy)

btn\_avslutt.grid(row=2,column=3, padx=100, pady=15)

window.mainloop()

Oppgave 3: