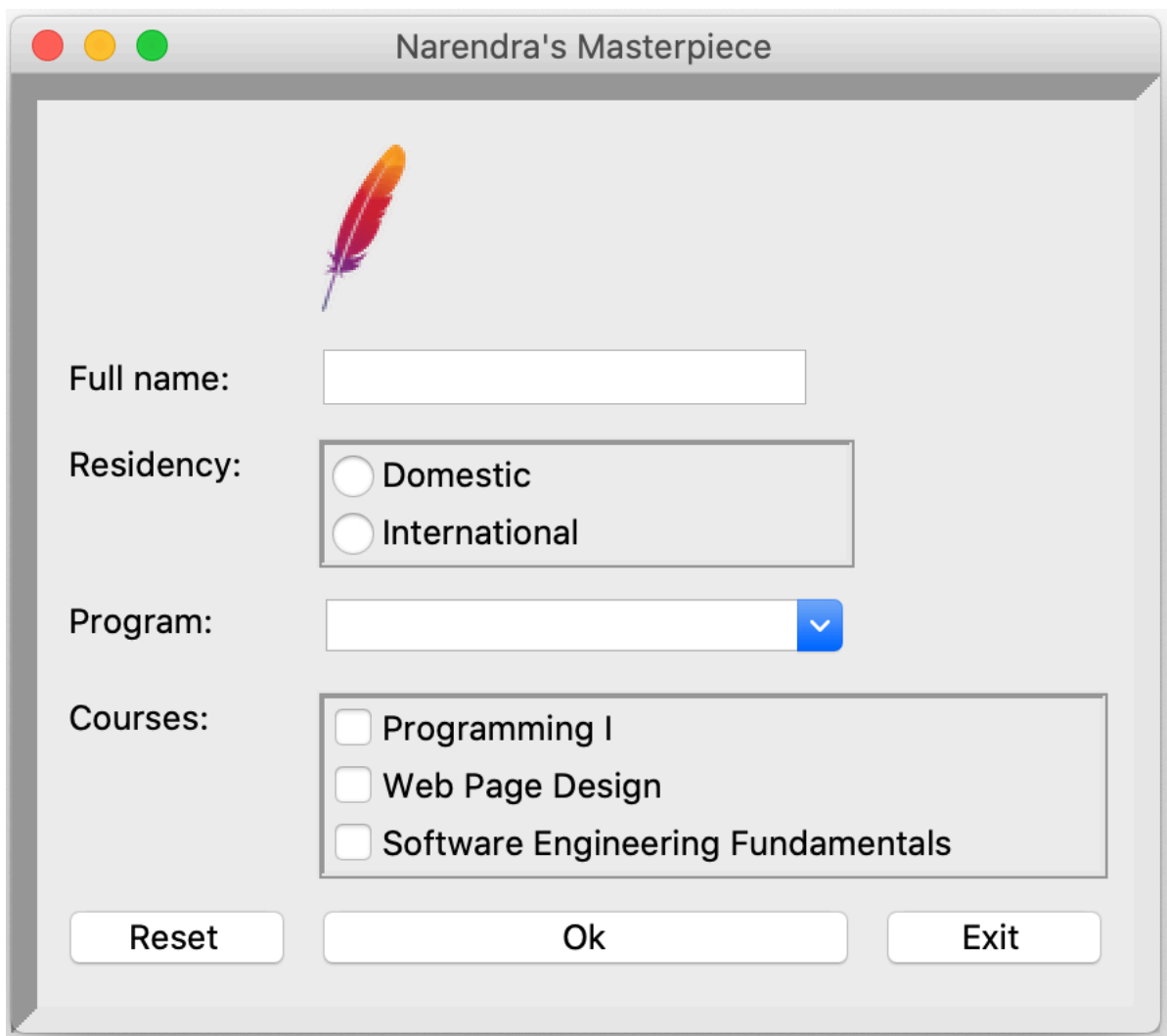


Networking for Software Developers

In this lab we will build a simple graphical application that uses basic widgets and demonstrates event handling. The screen shot below the expected result. Please examine the rubrics in building your GUI. Notice the widgets are not place directly on the form but on a frame with width, padding and relief.

Due:

Before the start of week 4

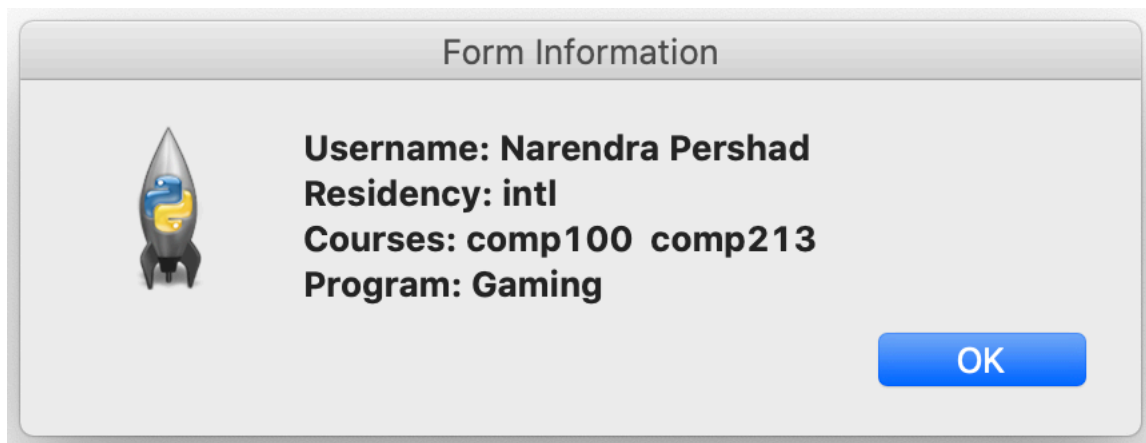


The screenshot shows a graphical user interface (GUI) application titled "Narendra's Masterpiece". The window has a standard macOS-style title bar with red, yellow, and green window control buttons. The main content area is light gray and contains a feather icon at the top center. Below the icon, there are four labeled input fields: "Full name:" with a text box, "Residency:" with a group box containing two radio buttons labeled "Domestic" and "International", "Program:" with a text box and a blue dropdown arrow, and "Courses:" with a group box containing three checkboxes labeled "Programming I", "Web Page Design", and "Software Engineering Fundamentals". At the bottom of the window, there are three buttons: "Reset", "Ok", and "Exit".

Rubrics:

Marks	Task description
2	Frame Container for all of the widget.
2	Row 0: Label with image. The image can be anything of your choice
2	Row 1: Label with text and an Entry that will capture the user's name
5	Row 2: Label with text and a Panel with ridge (or your own choice) containing two Radiobuttons Domestic with value dom International with value intl
5	Row 3: Label with text and a Combobox with three items Gaming Health Software
5	Row 4: Label with text and a Panel with ridge (or your own choice) occupying two columns and having three Checkboxes Programming I with value comp100 Web Page Design with value comp213 Software Engineering Fundamentals with value comp120
	Row 5: Three Buttons
2	Reset Resets the values in the form
2	Ok Calls a function that is describe at the end of this table
2	Exit Terminates the application
5	Function Create and shows a messagebox with the information from the form as shown in the screenshot below. This function is called by the Ok button
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The pop-up window



Hints

You are asked to build the gui application shown below. You are advised to examine the screenshot and plan your task accordingly

Use the following url to get coding hints and guidelines:

<https://likegeeks.com/python-gui-examples-tkinter-tutorial/>

Required features/functionality:

1. Should look as close to the image above as possible.
2. The feather in the first row second column is a label with an image on it.
3. The widget must function as they would normally do.
4. The Reset button must reset all the widgets to its original state.
5. The Exit button must terminate the application.
6. When the Ok button is clicked the following pop-up window is displayed

Submission

1. Your code file will be named «your_first_name».py
2. Must be uploaded to course dropbox
3. This is due by the start of week 4