Task11: use Tkinter module for UI design

Aim: To use Tkinter module for UI design create a label and change the label style using tkinter module.

Algorithm:

1. Import tkinter module
2. create a main window
3. Create a label with desired text.
4. Add the label to main window using parallel method.
5. Define a function to change font style
6. Create a button to call the function when clicked.
7. Start the mainloop.

Program:

```
import tkinter as tk
# Create the main window
root = tk.TK()
root = title("Text - Box input")
#Create labels and text-boxes
label1 = tk. Label Croot, text = "Enter value1")
entry1 = tk. Entry (root)
label2 = tk. label (root, text = "enter value2:")
entry2 = tk. Entry (root)
label3 = tk. label (root, text =.
# Add button to main window
button. Pack ()
# start the mainloop
root. mainloop()
```

Problem 11.2: write a python GUI program to create three single line text book to accept a value from the user using tkinter module.

Algorithm:-

1. Import the tkinter module.

2. Create the main window

3. Add labels and text boxes to the main window

4. Set the size of the text-boxes

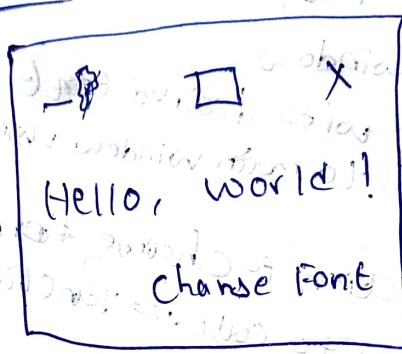5. Create a button to submit the values entered in the text-boxes.

6. Get the values entered in the text button when the button is clicked.

7. Close the main window when the button is clicked.

Program:-

```
import tkinter as the
#Create the main window
root = tk. JK()
root.title (" text - Box Input);
#Create labels and text-boxes
label1 = tk. label (root, text = "Enter value 1:")
entry1 = tk Entry (root)
label2 = tk. label (root, text = "Enter value2:")
entry2 = tk. Entry (root)
label3 = tk. label (root, text = " Enter value3:")
entry3 = tk-Entry (root)
# set the size of the text-boxes
entry1: Config (width = 30)
entry2: Config (width = 30)
entry3: Config (width = 30)
#Create a function to get the values entered
in the text boxes.
def get_values():
   val1 = entry1.get()
   val2 = entry 2.get()
   val3 = entry3. get()
   print("value 1:", val1)
   print(" value 2:" val2)
   print(" value 3:", val3)
#Create a button to submit the values entered in
the text-boxes
submit-button = tk-Button (root, text = "submit" command
                                        = get-values)
```

Output:

Hello, world !

Change Font

\# Add the labels, text-boxes and button to the main window

label1 Pack()
entry1 Pack()
label2 Pack()
entry2 Pack()
label3 Pack()
entry3 · Pack()

Submit_button Pack()

\# Run the main event loop
root ·mainloop()

Result:- Thus, the program using tkinter module for UI design was verified successfully.

Output:-

```
 T....          —        ☐          X

              Enter value 1:

              Enter value 2:

              Enter value 3:

                     | Submit |
```