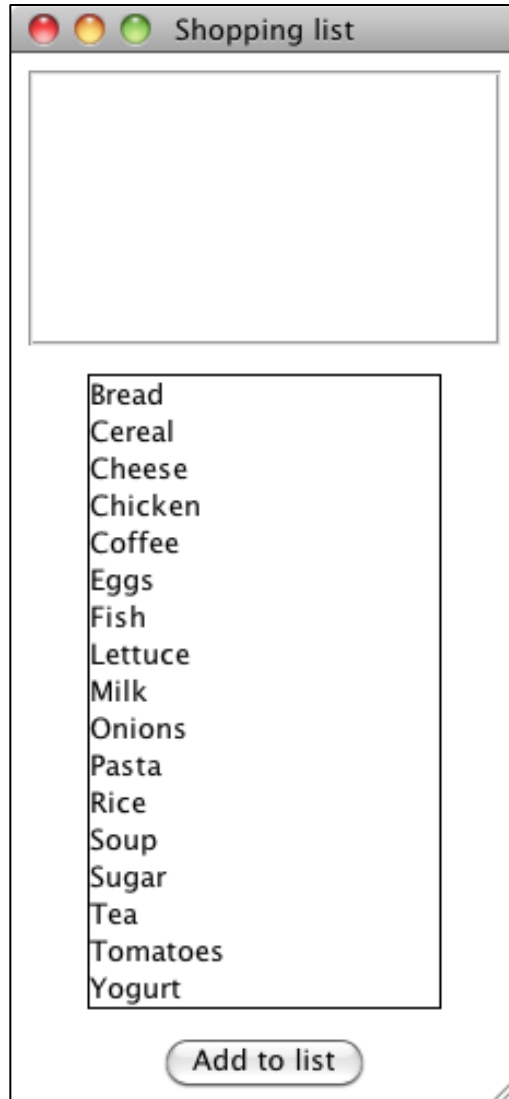


IFB104 GUI Workshop Exercise: Shopping List

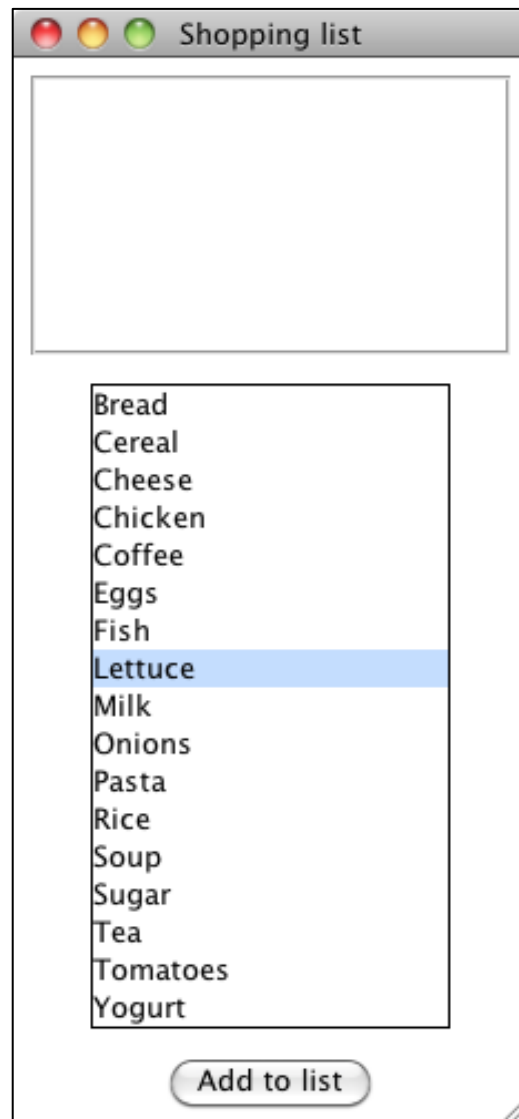
In this exercise you will use the tkinter Application Programming Interface to develop a Graphical User Interface that uses three different widgets to implement a useful “app” for creating shopping lists.

The aim is to develop a Python program, using the tkinter module, which begins by opening a window like the following:

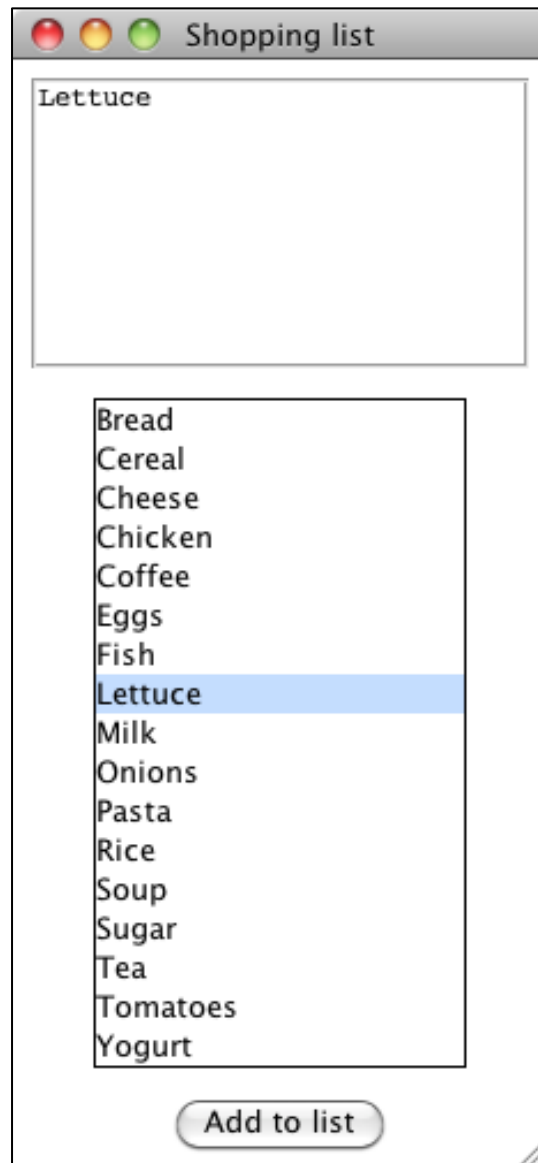


This window has a large text area at the top, a “listbox” in the middle and a button down the bottom. The user is expected to select grocery items from the menu in the middle to create a personalised shopping list which is displayed in the text area.

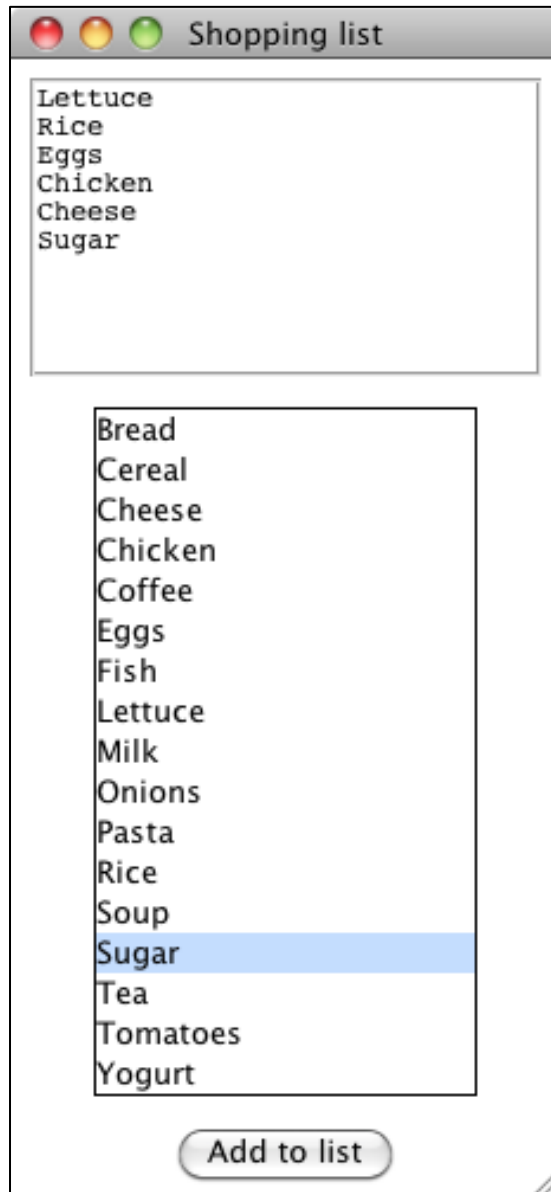
The listbox in the middle is populated with a pre-defined collection of grocery items to create a menu we can choose from. The user can highlight an item by clicking on it:



Having selected a menu item, the user then presses the button and the item is added to their personalised shopping list.



Repeating these steps allows multiple items from the menu to be added to the list.



To complete this exercise you'll need to:

- Use the `Tk`, `Text`, `Button` and `Listbox` constructors to create the window and the three widgets.
- Use a geometry manager to add the widgets to the window. (We just used the default 'pack' manager above.)
- Use the `insert` function to insert grocery items into the `Listbox` (at its end).
- Define a function which is called when the button is pressed. This function needs to use the `insert` function to add the item selected by the user to the end of the `Text` area. To know which item has been selected you will need to

use the `Listbox`'s `curselection` function, which returns the position number of the current selection, and, depending on how you added the menu items, the `get` function, which will return the `Listbox` item at a given position.