

Task 11: Use Tkinter module for UI design

Aim: To use Tkinter module for UI design

Problem 11.1: Write a Python GUI Program to create a label and change the label font style (font name, bold, size) 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 the main window using pack() method.
5. Define a function to change font style.
6. Create a button to call the function when clicked.
7. Add the button to the main window using pack() method.
8. Start the main loop.

Program:

```
import tkinter as tk

# function to change font style
def change_font():
    label.config(font=("Arial", 16, "bold"))

# create main window
root = tk.Tk()

# create label with desired text
label = tk.Label(root, text="Hello, world!", font=("Helvetica", 14))

# Add label to main window
label.pack()

# create button to change font style
button = tk.Button(root, text="Change font", command=change_font)

# Add button to main window
button.pack()

# start the main loop
root.mainloop()
```

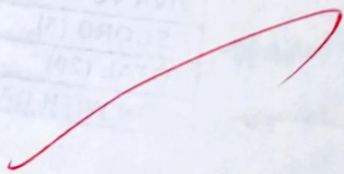
Output:-

HELLO

Out Put:-

Hello, world

10	10
20	20
30	30
40	40
50	50
60	60
70	70
80	80
90	90
100	100



Task 11.2 Write a Python GUI Program to create three single line text-box 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-boxes when the button is clicked
7. Close the main window when the button is clicked.

Program:

```
Import tkinter as tk
```

```
# create the main window
```

```
root = tk.Tk()
```

```
root.title("text-box input")
```

```
# create labels and text-boxes
```

```
label 1 = tk.Label (root, text = "Enter value 1:")
```

```
entry 1 = tk.Entry (root)
```

```
label 2 = tk.Label (root, text = "Enter value 2:")
```

```
entry 2 = tk.Entry (root)
```

```
label 3 = tk.Label (root, text = "Enter value 3:")
```

```
entry 3 = tk.Entry (root)
```

```
# set the size of the text-boxes
```

```
entry 1. config (width=30)
```

```
entry 2. config (width=30)
```

```
entry 3. config (width=30)
```

```
# create a function to get the values entered in the text-
```

```
def get-values ():
```

```
val 1 = entry 1.get()
```

```
val 2 = entry 2.get()
```

```
val 3 = entry 3.get()
```

```
Print ("value 1:", val 1)
```

```
Print ("value 2:", val 2)
```

```
Print ("value 3:", val 3)
```


Sample output:

Name:

Used IP:

Password:

Submit

Output:-

Enter value 1:

Enter value 2:

Enter value 3:

(Submit)

create a button to submit the values entered in the text-boxes
Submit-button Tk.Button (root, text = "submit", command = get_value)

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

label1.pack()

entry 1.pack()

label 2.pack()

entry 2.pack()

label 3.pack()

entry 3.pack()

Submit-button.pack()

Run the main event loop

root.mainloop()

VEL TECH - CSE	
EX NO.	11
PERFORMANCE (5)	5
RESULT AND ANALYSIS (5)	5
VIVA VOCE (5)	5
RECORD (5)	
TOTAL (20)	
SIGN WITH DATE	18

Result:- Thus the program using Tkinter module for UI was executed and verified successfully,