

EXPERIMENT 9

Aim: Python program to demonstrate use of Tkinter interface module. Create a GUI based application using widgets Entry, Label, Text, Button, RadioButton, CheckButton, ListBox, Menu, Spinbox (any five).

THEORY:

Tkinter Programming

Tkinter is the standard GUI library for Python. Python when combined with Tkinter provides a fast and easy way to create GUI applications. Tkinter provides a powerful object-oriented interface to the Tk GUI toolkit.

Creating a GUI application using Tkinter is an easy task. All you need to do is perform the following steps –

- Import the *Tkinter* module.
- Create the GUI application main window.
- Add one or more of the above-mentioned widgets to the GUI application.
- Enter the main event loop to take action against each event triggered by the user.

Tkinter Widgets

Tkinter provides various controls, such as buttons, labels and text boxes used in a GUI application. These controls are commonly called widgets.

There are currently 15 types of widgets in Tkinter. We present these widgets as well as a brief description in the following table –

Sr.No.	Operator & Description
1	<u>Button</u>

	The Button widget is used to display buttons in your application.
2	<u>Canvas</u> The Canvas widget is used to draw shapes, such as lines, ovals, polygons and rectangles, in your application.
3	<u>Checkbutton</u> The Checkbutton widget is used to display a number of options as checkboxes. The user can select multiple options at a time.
4	<u>Entry</u> The Entry widget is used to display a single-line text field for accepting values from a user.
5	<u>Frame</u> The Frame widget is used as a container widget to organize other widgets.
6	<u>Label</u> The Label widget is used to provide a single-line caption for other widgets. It can also contain images.
7	<u>Listbox</u> The Listbox widget is used to provide a list of options to a user.
8	<u>Menubutton</u> The Menubutton widget is used to display menus in your application.
9	<u>Menu</u> The Menu widget is used to provide various commands to a user. These commands are contained within a Menubutton.
10	<u>Message</u> The Message widget is used to display multiline text fields for accepting values from a user.
11	<u>Radiobutton</u> The Radiobutton widget is used to display a number of options as radio buttons. The user can select only one option at a time.
12	<u>Scale</u> The Scale widget is used to provide a slider widget.
13	<u>Scrollbar</u>

	The Scrollbar widget is used to add scrolling capability to various widgets, such as list boxes.
14	<u>Text</u> The Text widget is used to display text in multiple lines.
15	<u>Toplevel</u> The Toplevel widget is used to provide a separate window container.
16	<u>Spinbox</u> The Spinbox widget is a variant of the standard Tkinter Entry widget, which can be used to select from a limited number of values.
17	<u>PanedWindow</u> A PanedWindow is a container widget that may contain any number of panes, arranged horizontally or vertically.
18	<u>LabelFrame</u> A labelframe is a simple container widget. Its primary purpose is to act as a spacer or container for complex widget layouts.
19	<u>tkMessageBox</u> This module is used to display message boxes in your applications.

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CODE:

```
import datetime
import tkinter as tk
window=tk.Tk()
window.geometry("500x500")
window.title(" Age Calculator App ")
name = tk.Label(text = "Name")
name.grid(column=0,row=1)
year = tk.Label(text = "Year")
year.grid(column=0,row=2)
month = tk.Label(text = "Month")
month.grid(column=0,row=3)
date = tk.Label(text = "Date")
date.grid(column=0,row=4)
nameEntry = tk.Entry()
nameEntry.grid(column=1,row=1)
yearEntry = tk.Entry()
yearEntry.grid(column=1,row=2)
monthEntry = tk.Entry()
monthEntry.grid(column=1,row=3)
dateEntry = tk.Entry()
dateEntry.grid(column=1,row=4)
def getInput():
    name=nameEntry.get()
    monkey =
    Person(name,datetime.date(int(yearEntry.get()),int(monthEntry.get()),
    int(dateEntry.get()))))

    textArea = tk.Text(master=window,height=10,width=25)
    textArea.grid(column=1,row=6)
    answer = " Heyy {monkey}!. You are {age} years
old;)".format(monkey=name, age=monkey.age())
    textArea.insert(tk.END,answer)
button=tk.Button(window,text="Calculate
Age",command=getInput,bg="pink")
button.grid(column=1,row=5)
```

```
class Person:
    def __init__(self,name,birthdate):
        self.name = name
        self.birthdate = birthdate
    def age(self):
        today = datetime.date.today()
        age = today.year-self.birthdate.year
        return age
window.mainloop()
```

OUTPUT:

Age Calculator App

Name: Harsh

Year: 2002

Month: 02

Date: 18

Calculate Age

Heyy Harsh!. You are 20 years old;)