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You

Using this code structure and the tkinter module in python, how can I code a tkinter window that loooks like the one in the screenshot.

Code structure:

class App(Tk):

def \_\_init\_\_(self):

super().\_\_init\_\_()

self.geometry('300x200')

self.title('Work Hours Calculator')

label1 = Label(self, text="Work Hours Calculator")

label1.grid(row=0,columnspan=2)

username.grid(row=1, column=1, sticky="W")

password.grid(row=2, column=1, sticky="W")

Button(self,text='Submit',command=open\_questionaire).grid(row=3, column=0)

Button(self,text='Exit',command=self.destroy).grid(row=3, column=1)

Copilot

Certainly! To create a tkinter window similar to the screenshot you provided, you can follow these steps:

First, make sure you have the necessary imports:

python

from tkinter import Tk, Label, Entry, Button

Create a class that inherits from Tk (the main tkinter window):

python

class App(Tk):

def \_\_init\_\_(self):

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self.geometry('300x200')

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Add labels and entry widgets for the username and password:

python

label1 = Label(self, text="Work Hours Calculator")

label1.grid(row=0, columnspan=2)

username\_label = Label(self, text="Username:")

username\_label.grid(row=1, column=0, sticky="E")

username\_entry = Entry(self)

username\_entry.grid(row=1, column=1, sticky="W")

password\_label = Label(self, text="Password:")

password\_label.grid(row=2, column=0, sticky="E")

password\_entry = Entry(self, show="\*") # Hide password characters

password\_entry.grid(row=2, column=1, sticky="W")

Add buttons for "Submit" and "Exit":

python

submit\_button = Button(self, text='Submit', command=self.open\_questionnaire)

submit\_button.grid(row=3, column=0)

exit\_button = Button(self, text='Exit', command=self.destroy)

exit\_button.grid(row=3, column=1)

Implement the open\_questionnaire method (you can define it outside the \_\_init\_\_ method):

python

def open\_questionnaire(self):

# Your logic for opening the questionnaire goes here

pass

Finally, start the tkinter event loop:

python

if \_\_name\_\_ == "\_\_main\_\_":

app = App()

app.mainloop()

Remember to replace the placeholder logic in the open\_questionnaire method with your actual functionality. This code structure should give you a basic tkinter window with labels, entry fields, and buttons similar to the screenshot you provided. Adjust the layout and styling as needed! 😊

If you have any further questions or need additional assistance, feel free to ask! 🌟

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Conversation by Fifa Utuber with Copilot on Tue, Aug 20 2024