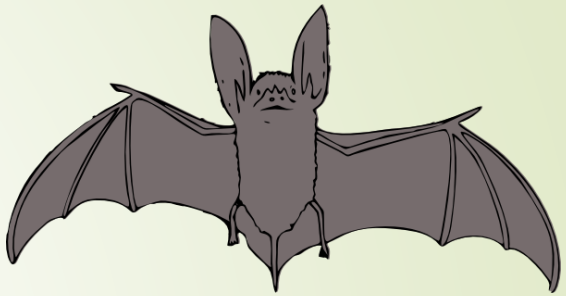
ScriptEditorV3: A Tkinter GUI Python Application

Geography 565 – Python Programming - Summer 2017

Final Class Project

John Marshall

A ‘Cat’, ‘Bat’, ‘Mat’ Philosophy to Code Development



Project Goal

ScriptEditor is designed to help developers edit their Python scripts during application development.

Tkinter Module

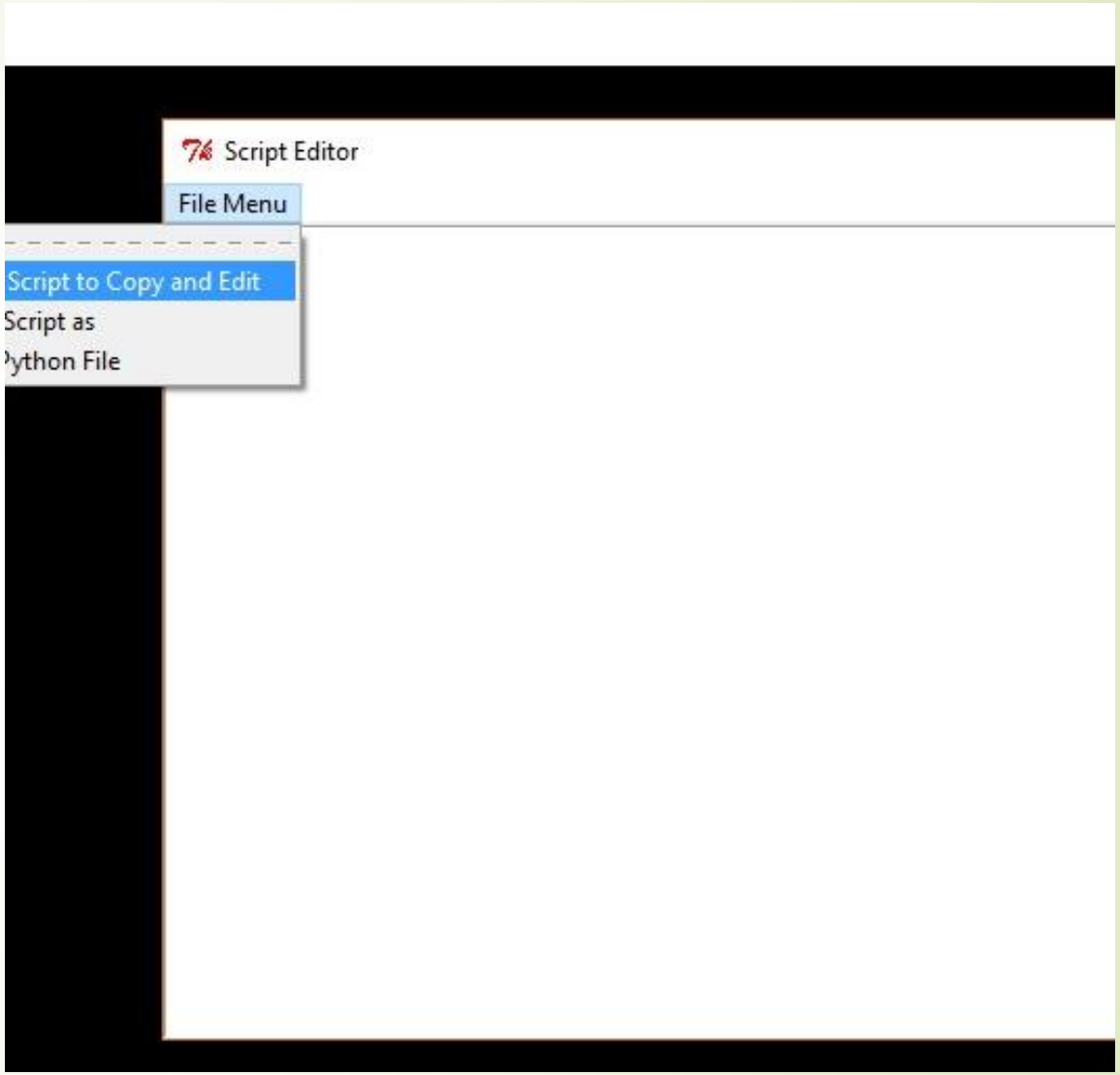
Tkinter is a version of Tk code (used to develop GUIs) specifically designed for use in Python 2. It allows developers to import a comprehensive list of modules useful for creating GUI controls such as labels, text boxes, buttons, etc.

Tkinter Syntax

```
from Tkinter import *
root = Tk()
myApp = myClassConstructor
root.mainloop()
```

Python Method to GUI

```
#Method that when called allows script/text from a selected file to be loaded into a text window
    def load(self):
      self.file = tkFileDialog.askopenfile()
      self.text.delete(1.0, END)
      if self.file:
        self.text.insert(1.0, self.file.read())
filemenu.add_command(label="Load Script to Copy and Edit",command=self.load)
```



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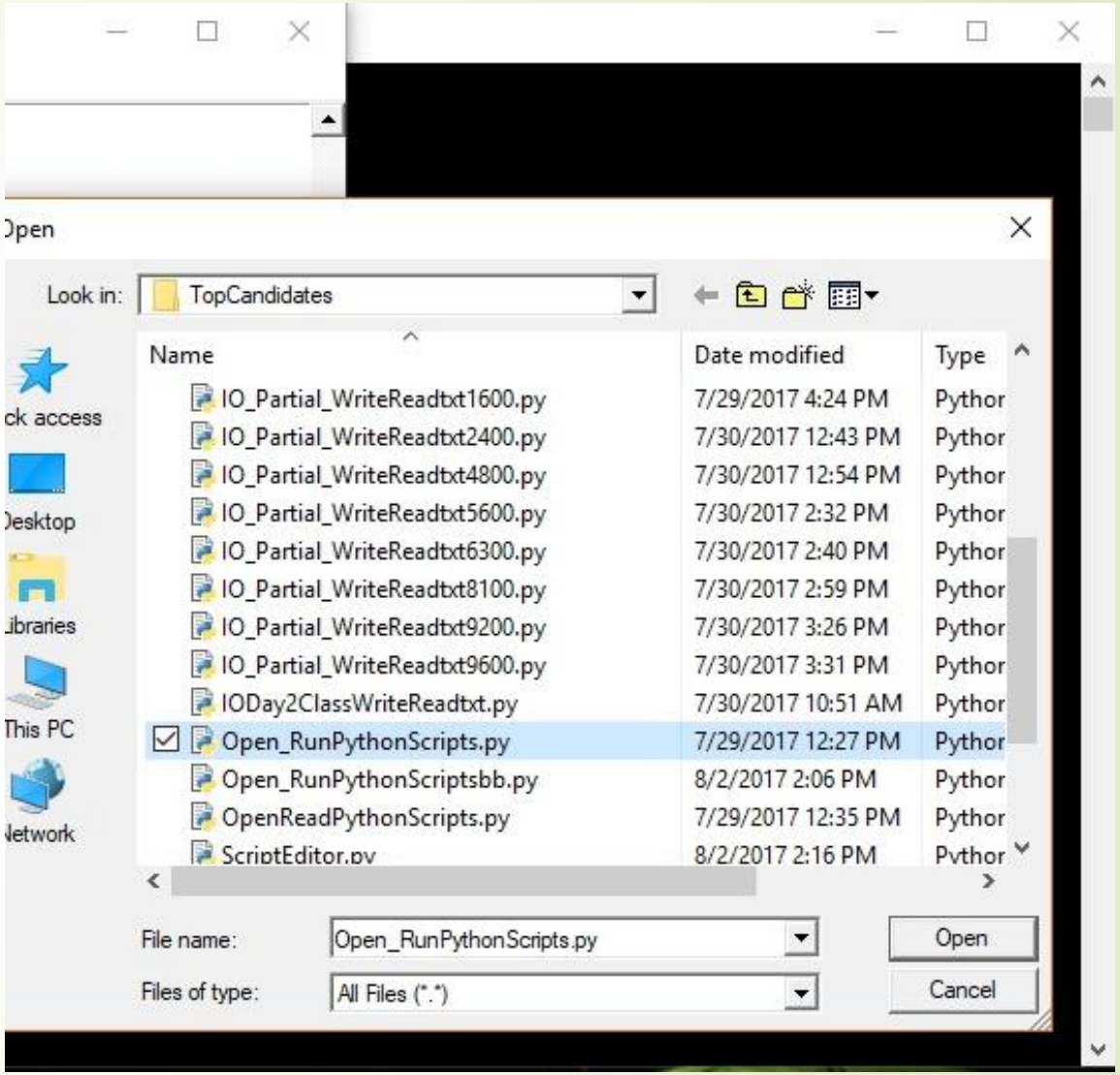

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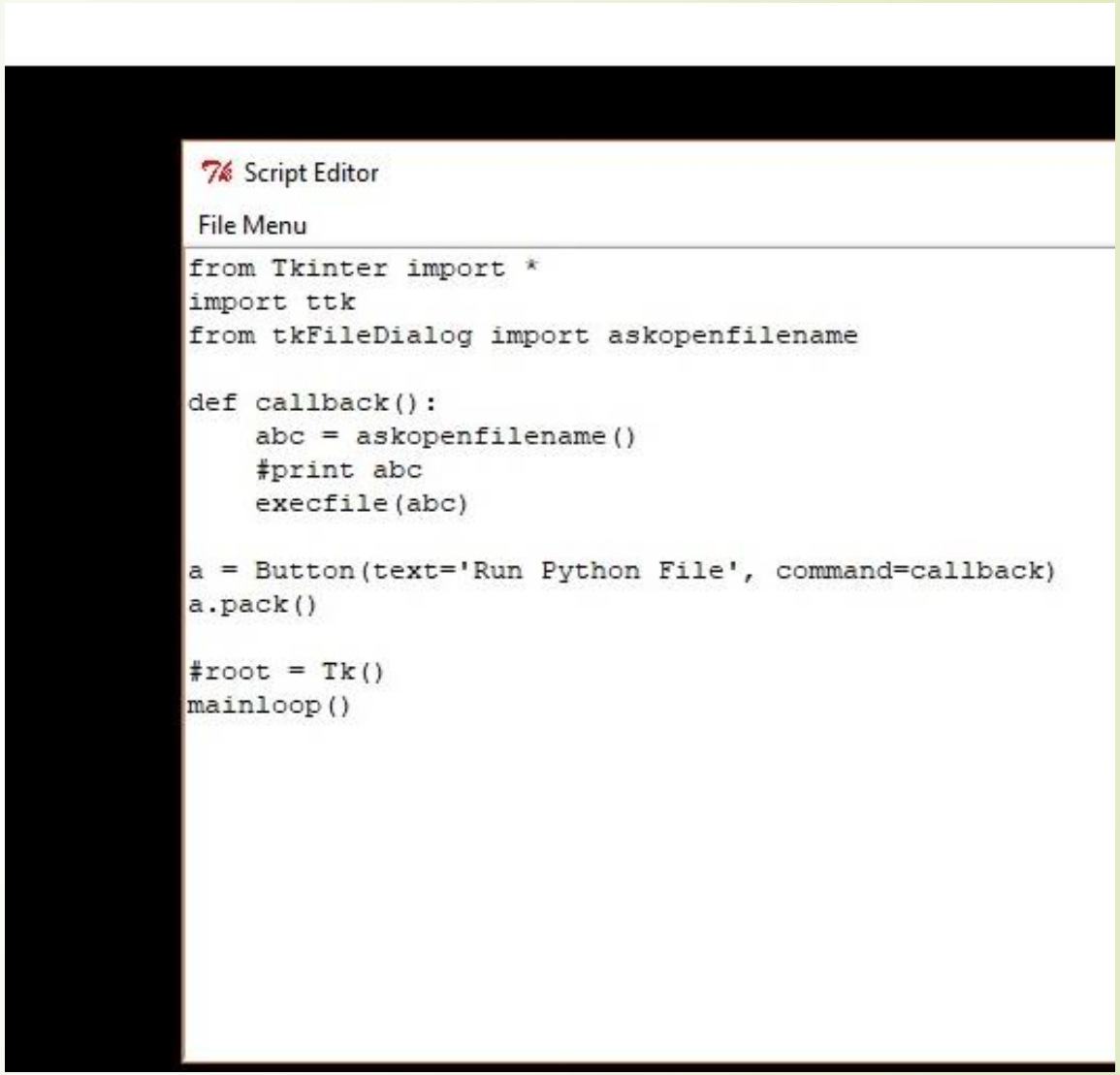

Python Method to GUI

```
#Method that when called allows a selected file to be saved in a file directory

    def saveas(self):

      self.file = tkFileDialog.asksaveasfile()

      if self.file:

        self.file.write(self.text.get(1.0, END))

filemenu.add_command(label="Save Script as",command=self.saveas)
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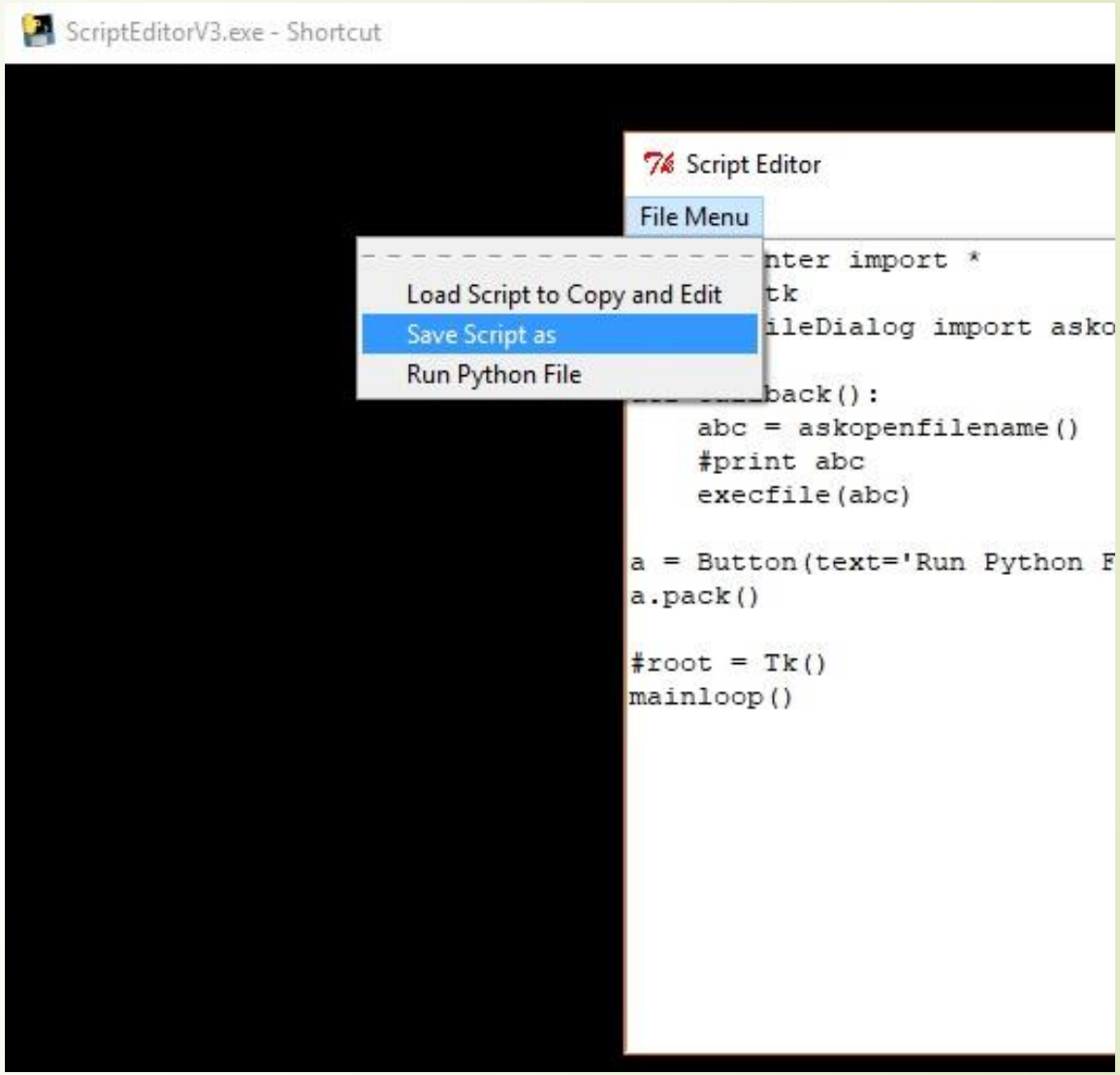

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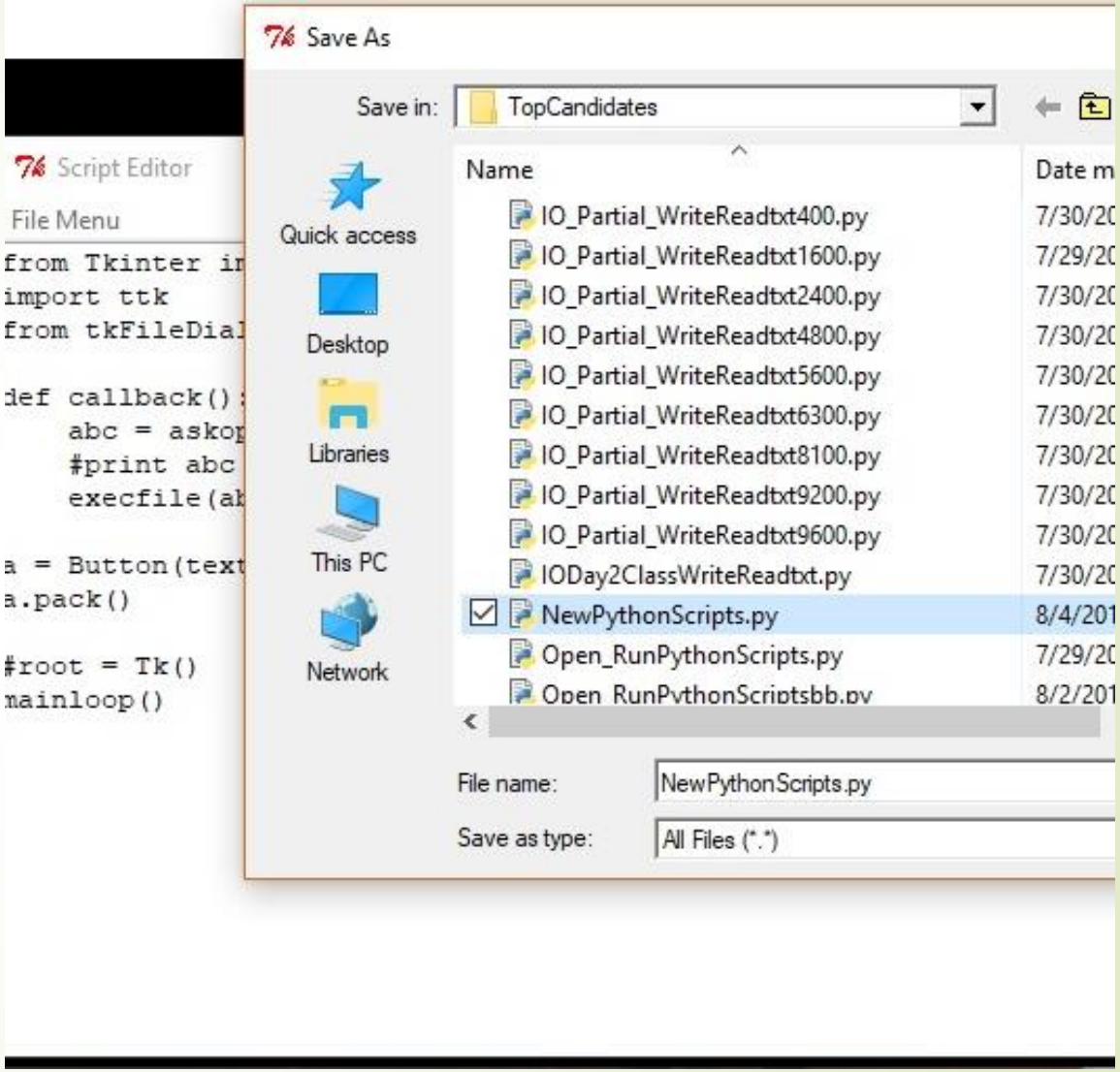

Python Method to GUI

```
#Method that when called allows execution (run) of a file

    def callback(self):

        self.file = tkFileDialog.askopenfilename()

        if self.file:

            execfile(self.file)


 filemenu.add_command(label="Run Python File",command=self.callback)
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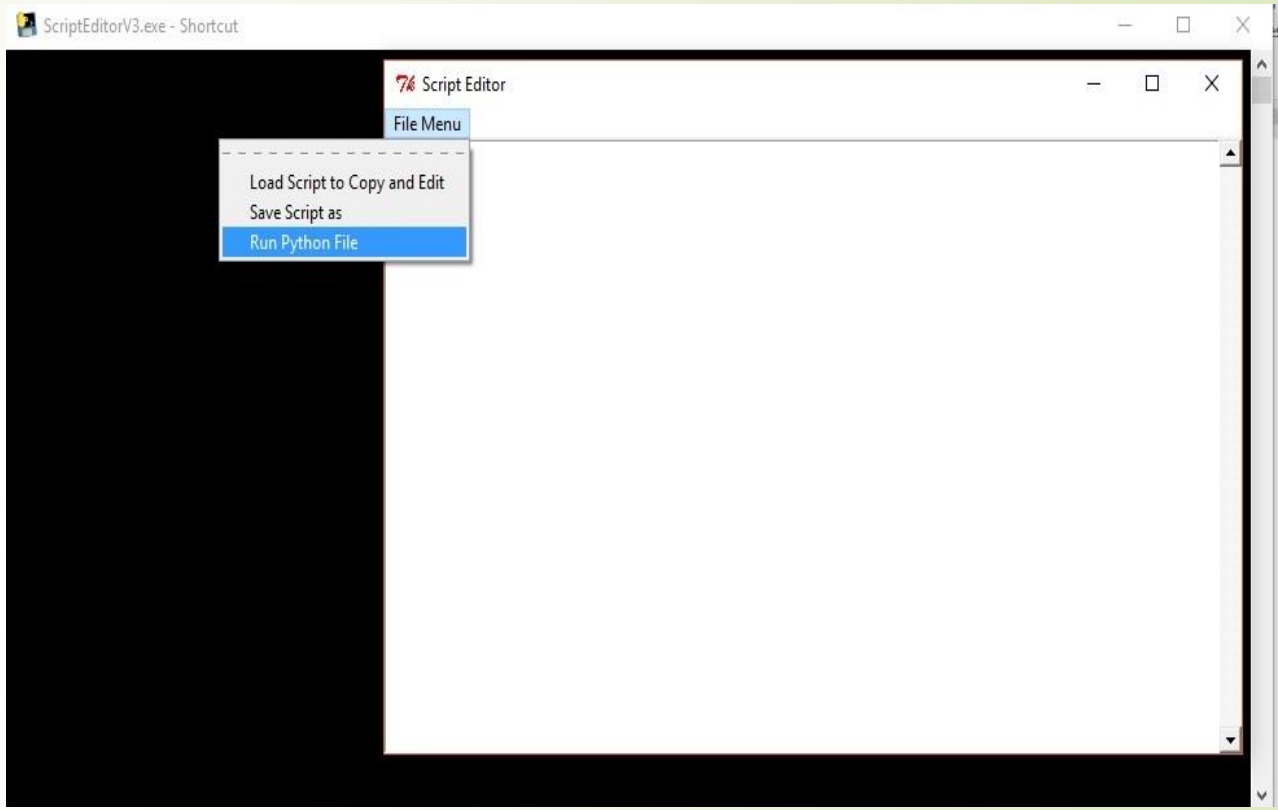

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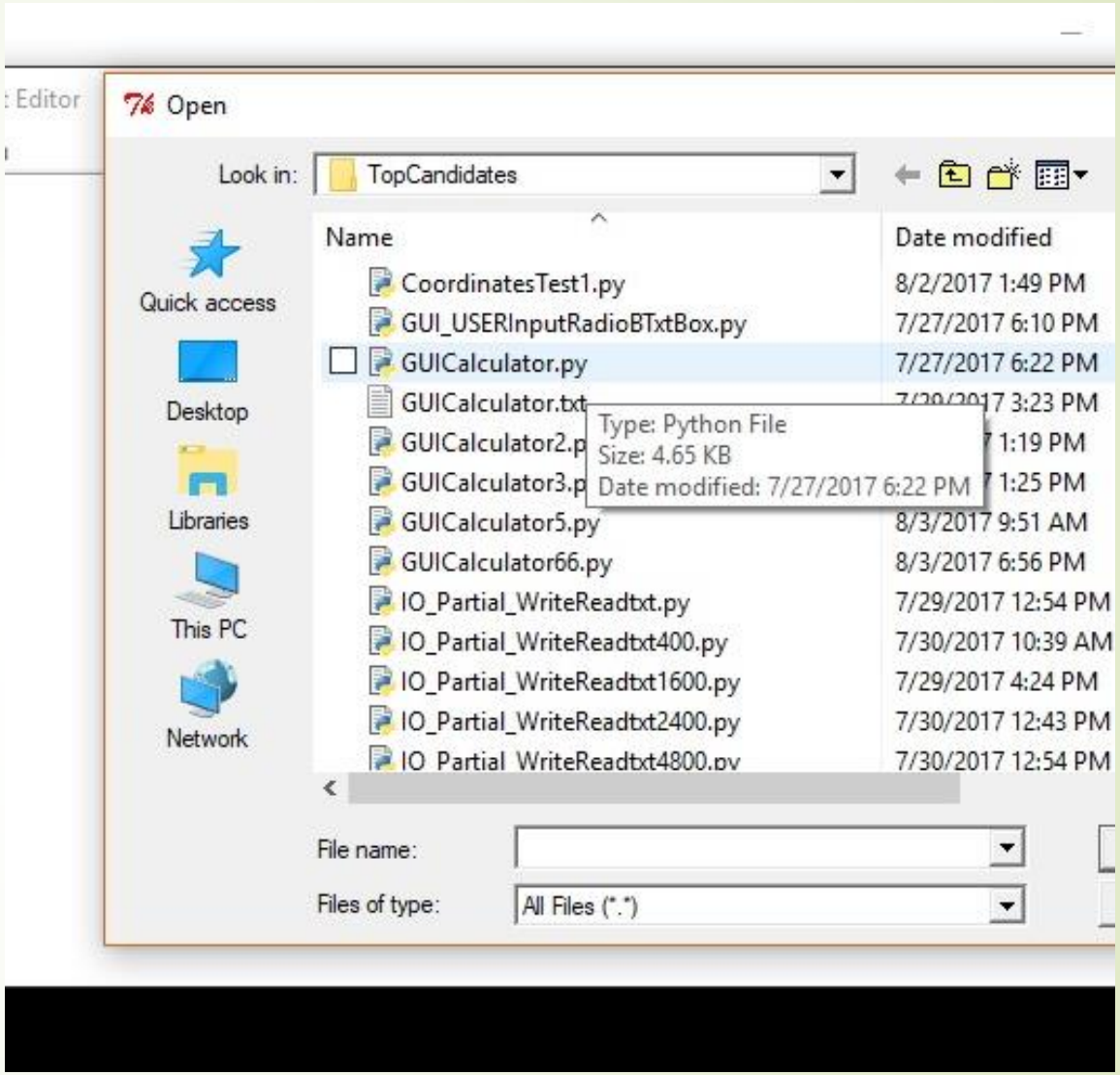

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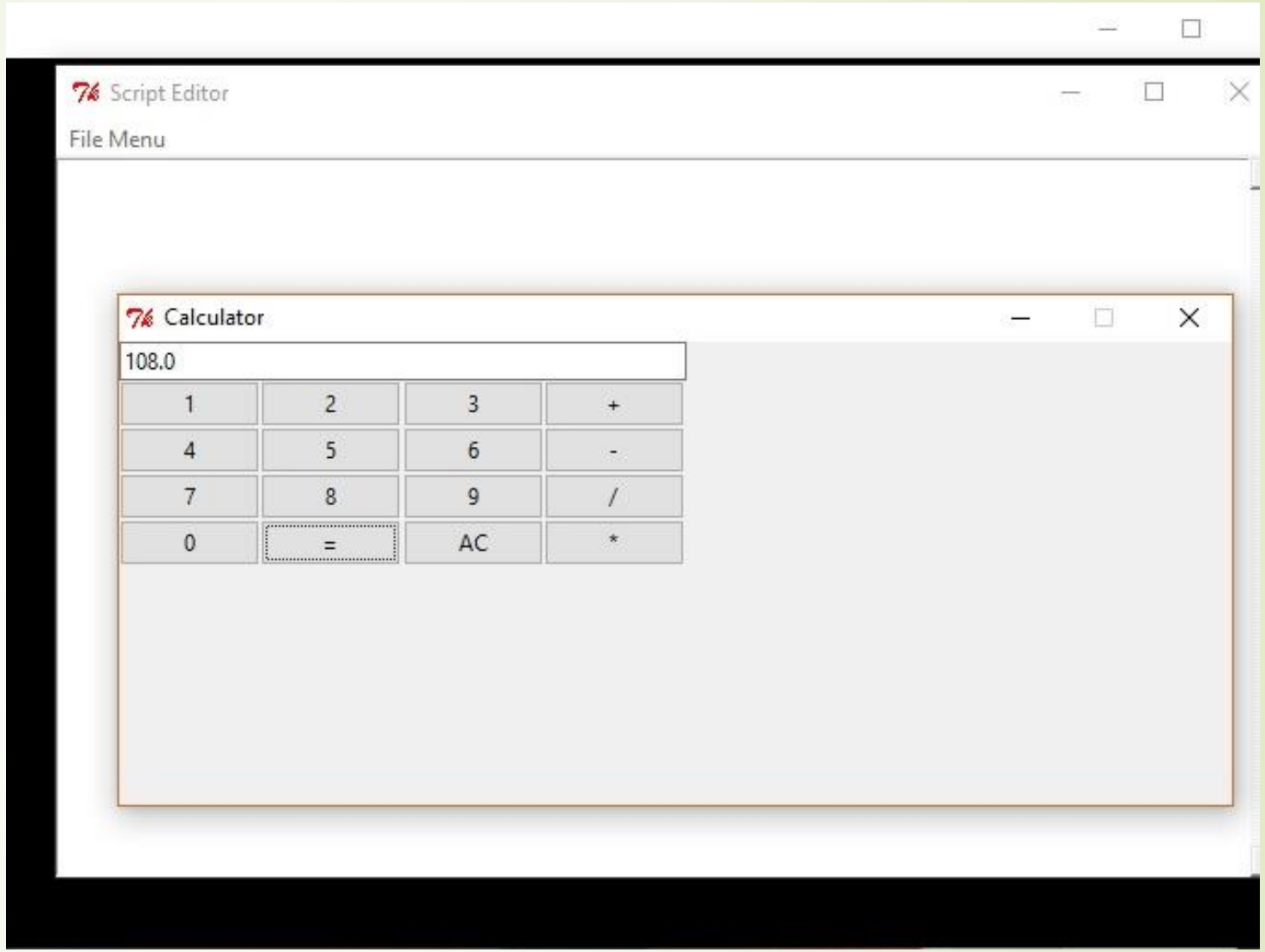
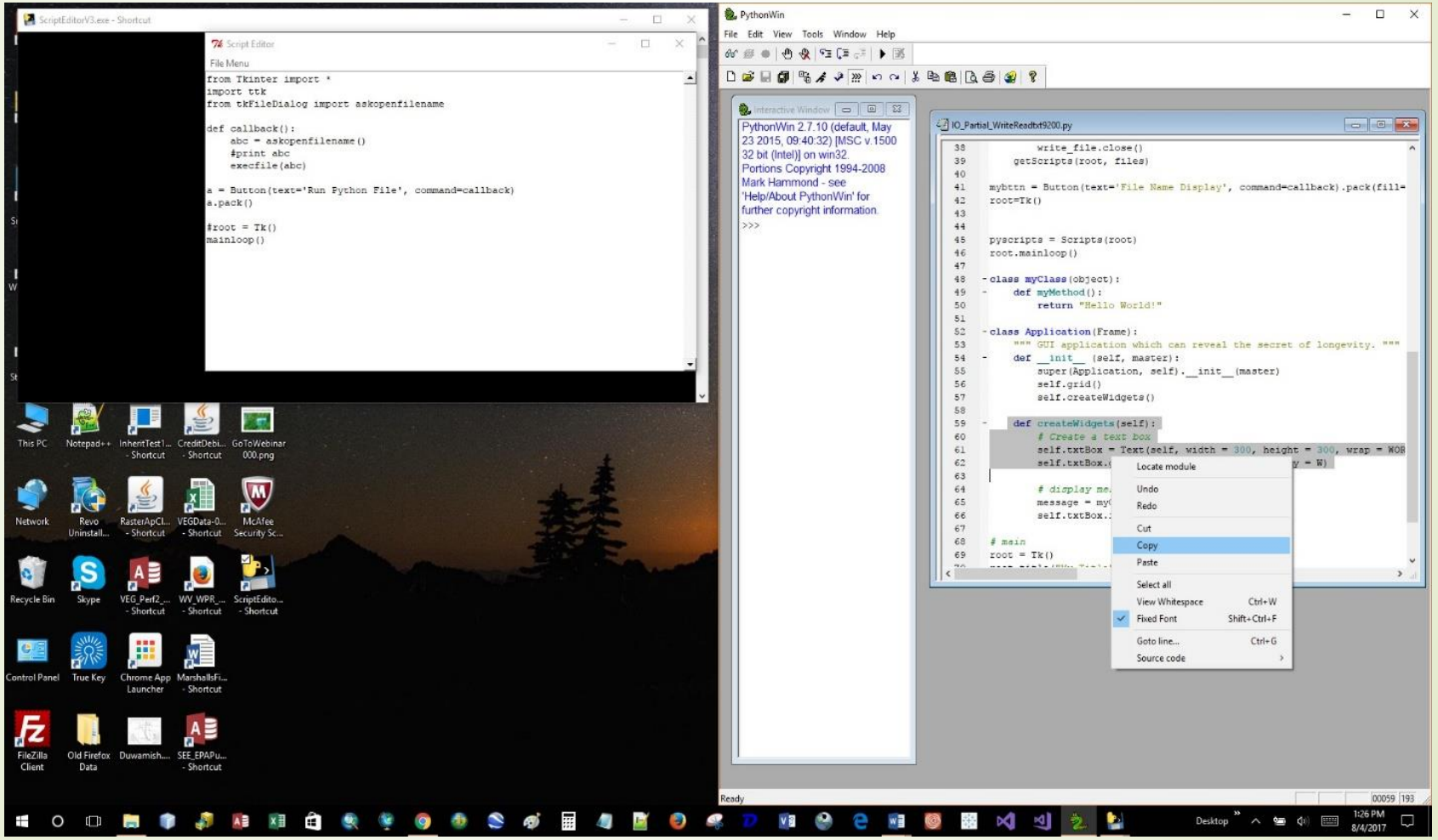


ScriptEditorV3 with Python IDE



Python Script to Executable Standalone Application

- Reviewed documentation for ‘PyInstaller’
- Found Python installation folder on my ‘C’ drive and navigated to the ‘Scripts’ folder (e.g., C:\Python27\ArcGIS10.4\Scripts).
- Opened my command prompt in computers with Windows 10 OS and right clicked on windows icon, selected Run, and entered ‘cmd’ into open textbox.

Python Script to Executable Standalone Application

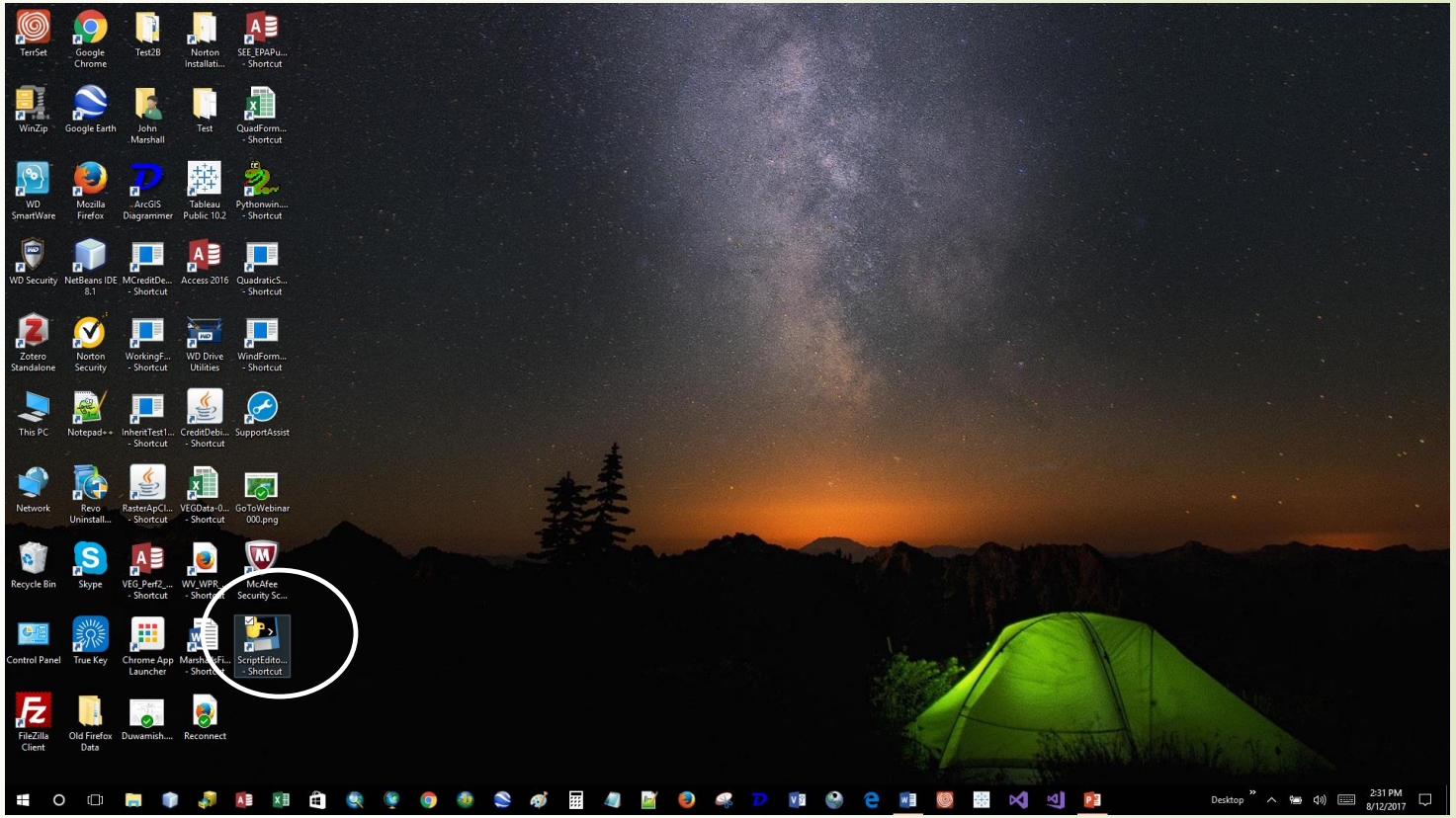
- In command line, entered ‘cd’ to change directory then copied and pasted (e.g., <control> C, <control> V) the directory path to the ‘Scripts’ folder after ‘cd’ and selected ‘Enter’ (e.g., cd C:\Python27\ArcGIS10.4\ Scripts <Enter>).
- In new directory, I entered ‘pip install pyinstaller’ (e.g., C:\Python27\ ArcGIS10.4\Scripts> pip install pyinstaller<Enter>). I made sure I was connected to the internet to enable pip to find and install pyinstaller. It took a few seconds for the installation to complete. Once completed I observed the installed new files in my ‘Scripts’ folder.

Python Script to Executable Standalone Application

- I navigated back to my command window and made sure it was still using the ‘Scripts’ directory (e.g., ‘C:\Python27\ArcGIS10.4\ Scripts>’). Then I entered: pyinstaller.exe - -onefile and the directory path to my Python script (ScriptEditorV3.py) to create a standalone executable application (e.g., C:\Python27\ ArcGIS10.4\ Scripts> pyinstaller.exe –onefile C:\EsriPress\Python\ Data\ Exercise13\ ScriptEditorV3.py<Enter>).
- Once the procedure completed running, the last line of the run output indicated where my execution file had been placed (e.g., C:\Python27\ArcGIS10.4 \ Scripts\dist\ScriptEditorV3.exe).

ScriptEditorV3.exec

DESKTOP SHORTCUT



ScriptEditorV3.exec

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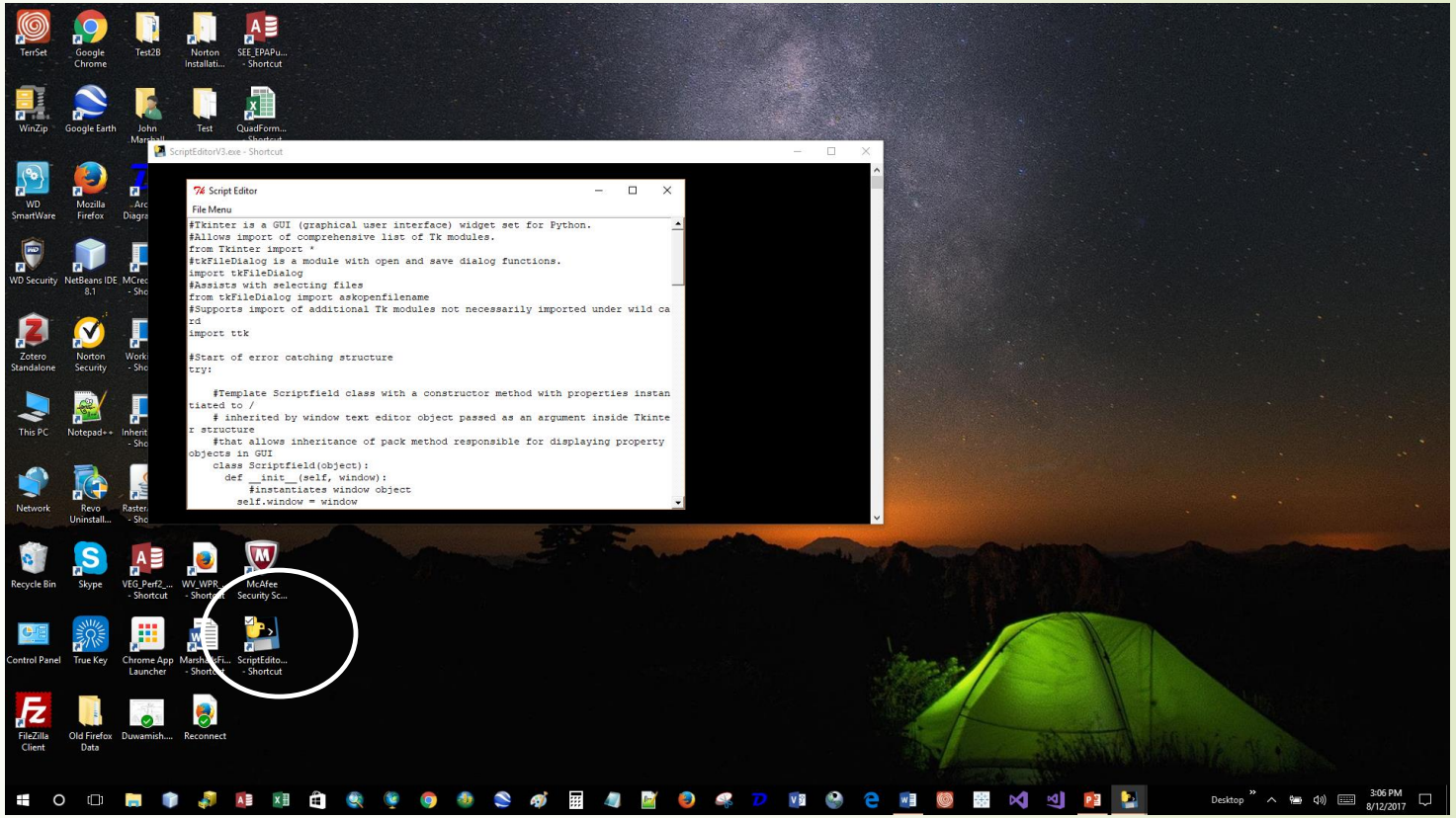

ScriptEditorV3.py Script, Standalone Execution File, and Documentation

https://drive.google.com/open?id=0B4B9I8GgTZdeODA0eUdrdDJqRkU

https://docs.python.org/2/library/tkinter.html