

```
1. # Importing libs
2. from tkinter import *
3.
4. # Initialize Tkinter
5. window = Tk()
6. window.title("Nomination Randomizer")
7. window.iconbitmap("superMario.ico")
8. width=600
9. height=450
10. window.geometry("{0}x{1}".format(width, height+20))
11. sX=width/400
12. sY=height/300
13. window.resizable(False, False)
14.
15. # Initialize Menu
16. menu = Menu(window)
17. dataset_menu = Menu(menu, tearoff=0)
18. dataset_menu.add_command(label="Save")
19. dataset_menu.add_command(label="Load")
20. dataset_menu.add_command(label="Clear")
21. menu.add_cascade(label="Dataset", menu=dataset_menu)
22. window.config(menu=menu)
23.
24. ##### Window Box #####
25. # Input Boxes & Labels
26. NameArea = Text(window)
27. NameArea.place(x=10*sX, y=25*sY, height=200*sY, width=120*sX)
28. NameArea.insert(END, "")
29. NameAreaLabel = Label(window, text="Student name:", font="Arial {0}".format(int(8*sY)))
30. NameAreaLabel.place(x=10*sX, y=2.5*sY)
31.
32. ReasonArea = Text(window)
33. ReasonArea.place(x=140*sX, y=25*sY, height=200*sY, width=120*sX)
34. ReasonAreaLabel = Label(window, text="Reason for nomination:", font="Arial {0}".format(int(8*sY)))
35. ReasonAreaLabel.place(x=140*sX, y=2.5*sY)
36.
37. NominatorArea = Text(window)
38. NominatorArea.place(x=270*sX, y=25*sY, height=200*sY, width=120*sX)
39. NominatorAreaLabel = Label(window, text="Name of the nominator:", font="Arial {0}".format(int(8*sY)))
40. NominatorAreaLabel.place(x=270*sX, y=2.5*sY)
41.
42.
43. PeopleNumArea = Text(window, font="Arial {0}".format(int(10*sY)))
44. PeopleNumArea.place(x=10*sX, y=245*sY, height=20*sY, width=380*sX)
45. PeopleNumAreaLabel = Label(window, text="Number of people to draw:", font="Arial
{0}".format(int(8*sY)))
46. PeopleNumAreaLabel.place(x=10*sX, y=225*sY)
47.
48. RandomizeButton = Button(window, text="Randomize")
49. RandomizeButton.place(x=165*sX, y=270*sY, height=25*sY, width=70*sX)#height 25 width 70
50. RandomizeButton['font'] = "Arial {0}".format(int(8*sY))
51.
52. # Main loop to keep program running
53. window.mainloop()
```