

# Dag 3

...

Here we go!  
Time for Kivy!

# Format for the day

Today, we'll do it in a little different format

Now, the plan is that you pay attention as we go - and write everything down in the “same file”

We will mainly work with two files for day 3:

*eksempel.kv*

and

*main.py*

# Classes

Classes are like a “blueprint” that you can use to create many copies of the same basic thing.

We will demonstrate this more as we go along,  
and we won't go too indepth right away.

**NB: REMEMBER TO ASK IF YOU WONDER ABOUT ANYTHING AT ALL**

# Imports

Some things do not come by default!

That means we need to import it when we need to use it

```
from kivy.app import App
```

```
from kivy.uix.button import Button
```

Here, we bring in the App class and the Button class - these are two components we will use in our Kivy app.

# The App class

This is the “main” klass in Kivy.

It is from this class many of the difficult things have already been handled for us, and that handles a lot of the “app-specific” things, as opposed to classes that otherwise do “logic-specific” things.

```
class EksempelApp(App):  
    def build(self):  
        return Button()
```

# The completed part 1

```
from kivy.app import App
```

```
from kivy.uix.button import Button
```

```
class EksempelApp(App):
```

```
    def build(self):
```

```
        return Button()
```

```
if __name__ == "__main__":
```

```
    EksempelApp().run()
```

The last part here is the way you get the app to run from the command line in python.

# Completed part 2

*main.py*

```
from kivy.app import App

- from kivy.uix.button import Button

from kivy.uix.boxlayout import BoxLayout

+ class EksempelRoot(BoxLayout):

+     pass

class EksempelApp(App):

    def build(self):

-         return Button()

+         return EksempelRoot()

if __name__ == "__main__":

    EksempelApp().run()
```

# Completed part 3

*eksempel.kv*

```
<EksempelRoot>:
```

```
orientation: "vertical"
```

```
Button:
```

```
text: "Dette er en knapp"
```



# Completed part 4

*eksempel.kv*

```
<EksempelRoot>:
```

```
    orientation: "vertical"
```

```
+   BoxLayout:
```

```
    orientation: "horizontal"
```

```
+   TextInput:
```

```
    hint_text: "Skriv noe her"
```

```
+   Label:
```

```
    text: "Dette er en Label"
```

```
    Button:
```

```
        text: "Dette er en knapp"
```

# Completed part 5

## *eksempel.kv*

```
<EksempelRoot>:
    orientation: "vertical"
    BoxLayout:
        orientation: "horizontal"
        TextInput:
            + id: eksempelinput
            hint_text: "Skriv noe her"
        Label:
            + id: eksempellabel
            text: "Dette er en Label"
        Button:
            text: "Dette er en knapp"
            + on_release: root.endre_label()
```

## *main.py*

```
from kivy.app import App
from kivy.uix.boxlayout import BoxLayout

class EksempelRoot(BoxLayout):
    - pass
    + def endre_label(self):
    +     self.ids.eksempellabel.text = self.ids.eksempelinput.text

class EksempelApp(App):
    def build(self):
        return EksempelRoot()

if __name__ == "__main__":
    EksempelApp().run()
```

# The finished example

