TASK-11. Use Tkintes module for UI design.

6/10/25 Aimi. 70 USE Tkinks module for UI design. 11.1 - Algorithmi-

II most Tkinks module

2. Crate a main window

3. Creak a lubel with desix text

4. Add the label to main window using purker units.

5. define function to exchange front size.

6. Create a notton to call the function.

7. start the main loop.

program; import Tkinks as 1k

det churge -front():

(ubel . con try (tont = ("arrivel", 12," bold")) root = th. 76().

label = the label troot . text = "Hellow, world" Pont 2 ("Hellotia", 14))

label. pack C).

hutlon = the button (root, text = "change fort"command = chunge - don +).

bu ther puckes root · muh loop()

11.2 Algorithm;

i, import the Tkinte module

20 Creuje the main window

add labels and text - hoves to main window,

set all the size of text hoxes.

create a motion to submit the values entor in fent boxes.

6. close the main evandow when beittons is clickal,

outrot :- 11.1 1 paris in samp (Ly 1) Hello, world! I forms for shoop change font (almost to) told the Senty sons the Enthon praduces as branchist expendence for plotting to Excutate and verifical soccessfully.

TARK . II USE TRINTED medicles for UI distin Jumi 70 USG Thinks module for it design 11.1 - Algorithmis tengrat thinks module z. crafe a main windows 2. Charle a label to make condors shy that units. y, Add the label to made condos 5. deple forethe is subvished and six netomal Enter volve ? poon sit trut? Enter value 3; 1000 1/200 import Think as the Submitacil spenis to endel , est ty (tent : ("amil") 12," bold ") roof = the TAD. label of to label troot . text of Hellow, would Food of assellation " 14) leibel. pack () his bloom = the bistion (root, fort = "change funt". command , change , don't by blue packing agood fund took -; rantiroph 21! inport the thirte module creule the main whichour and labels and fest - hores to main windows? डर्स अधी किर हांडे भी लिए फ़िल्म हा ciele & portion to submit the values enter in kat b. close the engine while who beittensis ichiha

```
program:
    import thinks as the
       root = the This
      root title = ("tent. box input")
     label 1: 16. label (root, text = "enter value 1:")
      entry 1: the entry ( no of)
     lubel z = the label (root, tent = "enter values 2:")
      entry: the entry (root).
      lubel 3 = th. lubel (root, tent = "enkr value 3:")
      entor 3 = the entry (root)
     entry 1: contry (width =30)
     entry 2 2 contry (width =30)
     entry 3 = conting & wielth 230)
  def get. values ():
        rul 1 = antry 1. get ()
     ralz = entry 2. get ()
      val 3= entry 3 7et 6)
      pont (" "valoe 1:", vali)
     print ( Value 21" valz)
     prat ("value 31" val 3)
     Submit - hotlon: the botton Croot, fent = "Submit"
                 command = got - values).
       lubel 1 , parets ()
       entry 1. pack ()
       lubel 2. puch()
       entry 2. Pack 1)
                                         VEL TECH - CSE
     lubel 3 · puch()
                                       PERFORMANCE (5)
                                       RESULT AND ANALYSIS (5)
         entry 3. packes
                                       VIVA VOCE (5)
       submit - hutton . peret ()
                                      RECORD (5)
      root main loop or
Result drus the pragram using Thinks module for it design
      par exculed and verified successfully.
```