Q. As discussed in class, you need to create a GUI application to accept a name, 3 scores and compute the letter grade.

from tkinter import \*

root = Tk()

def compute():

T.delete(0.0, 'end')

txtname = "Name : " + entrySpace1.get() + "\n"

Score1 = int(entrySpace2.get())

Score2 = int(entrySpace3.get())

Score3 = int(entrySpace4.get())

Avg = (Score1 + Score2 + Score3)/3

if Avg > 90:

L = "Grade: A"

elif Avg > 80:

L = "Grade: B"

elif Avg > 70:

L = "Grade: C"

else:

L = "Fail"

T.insert(1.0, txtname)

T.insert(2.0, "Average: ")

T.insert(3.0, Avg)

T.insert(4.0, "\n")

T.insert(5.0, L)

label1 = Label(root, text = "Name: " )

label1.grid(row=0, column=0)

entrySpace1 = Entry(root)

entrySpace1.grid(row=0, column=1)

label2 = Label(root, text = "Score 1: ")

label2.grid(row=1, column=0)

entrySpace2 = Entry(root)

entrySpace2.grid(row=1, column=1)

label3 = Label(root, text = "Score 2: ")

label3.grid(row=2, column=0)

entrySpace3 = Entry(root)

entrySpace3.grid(row=2, column=1)

label4 = Label(root, text = "Score 3: ")

label4.grid(row=3, column=0)

entrySpace4 = Entry(root)

entrySpace4.grid(row=3, column=1)

label5 = Button(root, text ="Compute", command = compute)

label5.grid(row = 4, column =1)

T = Text(root, height=10, width=30, wrap=WORD)

T.grid(row= 5, column =1, sticky=W)

root.mainloop()

