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### **API** Documentation

This API provides a set of utility functions for creating and manipulating graphical user interfaces using tkinter in Python. It supports operations such as creating windows, adding widgets, handling timers, and managing user interactions.

## create\_window

Creates a new window with a specified title, width, and height.

#### **Parameters:**

- **title** (*str*): Title of the window.
- width (int): Width of the window in pixels.
- height (int): Height of the window in pixels.
- resizable (bool): Whether the window can be resized. Default is True.

### **Returns:**

• A tk.Tk object representing the created window.

### **Example:**

```
window = create_window("My App", 800, 600, resizable=False)
window.mainloop()
```

## display\_text

Displays a text label within a window.

#### **Parameters:**

- root (tk.Tk): The parent window.
- text (str): Text to display.
- position (dict): Position in format {"x": x\_value, "y": y\_value}.
- **size** (dict): Size in format {"width": width, "height": height}.
- font (tuple): Font style and size, e.g., ("Arial", 12).

#### **Returns:**

• A tk.Label object representing the text.

### **Example:**

```
label = display_text(window, "Hello, World!", {"x": 50, "y": 50}, {"width": 200,
    "height": 30}, ("Arial", 14))
```

# update\_timer

Updates a timer display.

#### **Parameters:**

- running (bool): Whether the timer is running.
- **start\_time** (*float*): Start time in seconds since epoch.
- text\_label (tk.Label): Label to update with timer value.

```
update_timer(True, time.time(), label)
```

## set\_window\_color

Sets the background color of a window.

#### **Parameters:**

- window (tk.Tk): The window object.
- color (str): Background color (e.g., "#FFFFFF" for white).

### **Example:**

```
set_window_color(window, "#00FF00")
```

## add\_button

Adds a button to a window.

#### **Parameters:**

- window (tk.Tk): The parent window.
- button\_text (str): Text displayed on the button.
- **position** (dict): Button position.
- size (dict): Button dimensions.

#### **Returns:**

• Atk.Button object.

### **Example:**

```
button = add_button(window, "Click Me", {"x": 100, "y": 100}, {"width": 100,
   "height": 30})
```

## set\_button\_action

Assigns an action to a button.

### **Parameters:**

- button (tk.Button): The button object.
- action (callable): Function to execute on click.

### **Example:**

```
def on_click():
    print("Button clicked!")
set_button_action(button, on_click)
```

## remove\_button

Removes a button from a window.

#### **Parameters:**

• button (tk.Button): The button to remove.

remove\_button(button)

# set\_background\_image

Sets a background image for a window.

#### **Parameters:**

- window (tk. Tk): The window object.
- image\_path (str): Path to the image file.
- fit (str): How to adjust the image. Options: "cover", "contain", "stretch".

### **Example:**

```
set_background_image(window, "background.jpg", fit="cover")
```

## resize\_window

Resizes an existing window.

#### **Parameters:**

- window (tk. Tk): The window object.
- width (int): New width in pixels.
- height (int): New height in pixels.

### **Example:**

```
resize_window(window, 1024, 768)
```

## move\_window

Moves a window to a new position on the screen.

#### **Parameters:**

- window (tk.Tk): The window object.
- position (dict): New position in format {"x": x\_value, "y": y\_value}.

### **Example:**

```
move_window(window, {"x": 200, "y": 300})
```

## add\_text\_field

Adds a text input field to a window.

#### **Parameters:**

- window (tk.Tk): The parent window.
- placeholder\_text (str): Default placeholder text.
- position (dict): Position of the text field.
- size (dict): Dimensions of the text field.

### **Returns:**

• Atk.Entry object.

```
text_field = add_text_field(window, "Enter your name", {"x": 50, "y": 100},
{"width": 200, "height": 30})
```

# close\_window

Closes a specified window.

#### **Parameters:**

• window (tk.Tk): The window to close.

### **Example:**

```
close_window(window)
```

# create\_timer

Creates a timer display with start/stop buttons.

#### **Parameters:**

- window (tk.Tk): The parent window.
- position (dict): Timer position.
- font (tuple): Font style and size.
- **start\_callback** (callable): Function to call when the timer starts.
- stop\_callback (callable): Function to call when the timer stops.

```
create_timer(window, {"x": 100, "y": 50}, ("Arial", 14))
```