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GUI Programming

Introduction

The purpose of this practical is to continue using Python to develop programs, creating programs that use a graphical user interface. Don't forget that you are required to submit the indicated exercise through myLearn for assessment.

GUIs

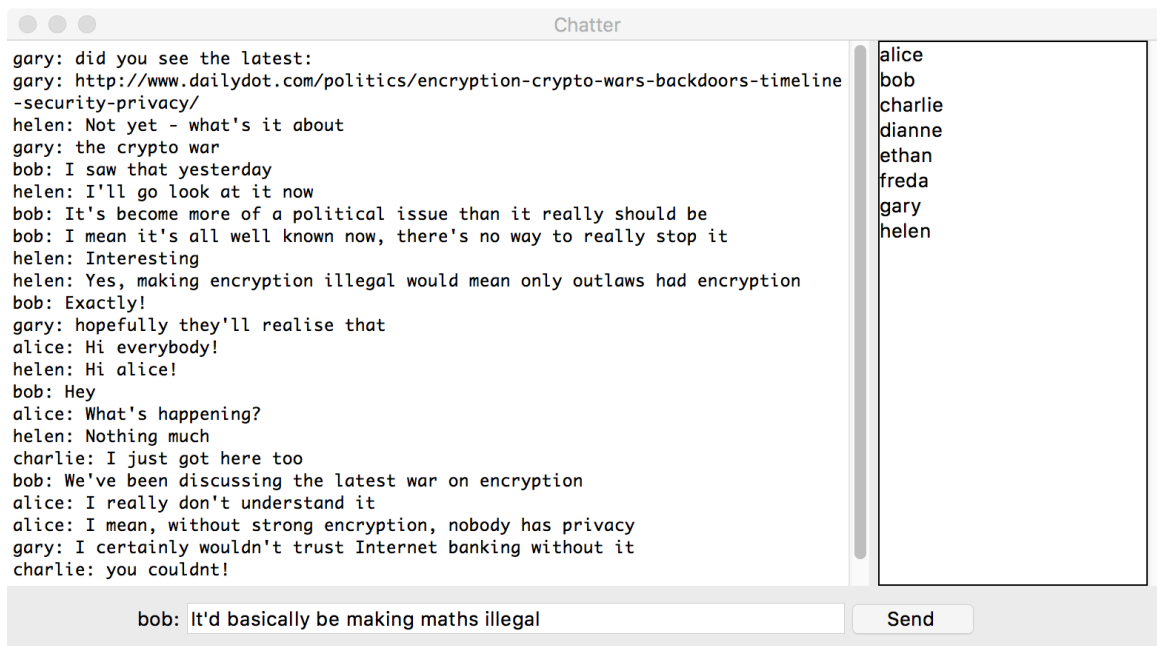
A lot of the time, a program will be much more friendly to the user if it is presented with a graphical user interface. Allowing the user to interact with your program by clicking on buttons, typing values into entry and text fields, and selecting options with radiobuttons or checkboxes feels more familiar to them and can improve the user experience.

This week we examined some of the Tkinter library in Python, allowing for the creation of GUIs.

Exercises

Use material from this week's lectures to perform the following exercises:

1. **[This exercise should be submitted through the Assessments section of myLearn for [Tutorial Exercise 7](#)]** Read and work through Chapter 4 of the textbook *Think Python 2nd Edition*.
2. Experiment with the different widgets and layout options discussed in lecture
3. Convert some of your previous programs to use a graphical user interface
4. Modify the example from lecture that converted from Fahrenheit to Celsius so the user can select whether they want to convert from Fahrenheit to Celsius or Celsius to Fahrenheit
5. Write a program to replicate the following interface (note: your program doesn't have to actually work - it should just look like the below picture)



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