

通訊網路實驗

Android & Python Programming Python GUI

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評分標準&注意事項

- □ 出席 30%
- □ Demo 30%
- □ 結報 40%
 - □e3上有學習單
 - □檔名:學號_姓名_Labx.pdf
 - □交pdf到對應的資料夾中 (期限一週)



課程大綱

□ Python GUI Tkinter 介紹

□登入系統小程式



Demo項目

□ Q1: 登入介面

□ Q2: 註冊介面

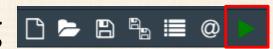


Broadband Ubiquitous Networking Lab

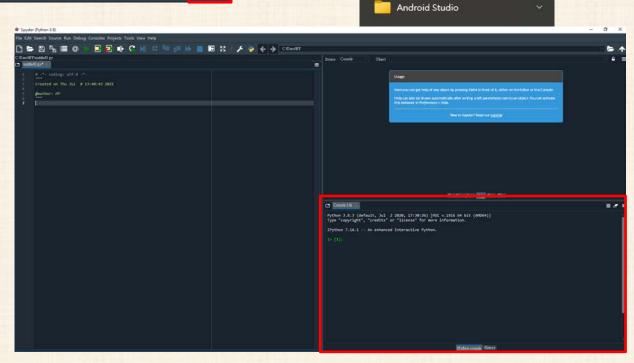
Introduction

□ 開始 > Anaconda3 > Spyder(anaconda3)

□綠色箭頭可以debug □►□□□□□



□ Console裡面可以顯示 變數值、執行結果等



Anaconda3 (64-bit)

Spyder (anaconda3)

Anaconda Navigator (anaconda3)

Jupyter Notebook (anaconda3) (1) Jupyter Notebook (tensorflow_env) Reset Spyder Settings (anaconda3)

Anaconda Powershell Prompt (an... Anaconda Prompt (anaconda3)



Python GUI Tkinter (1)

□ 1. Import tkinter as tk

- □ 2. 創造tkinter的物件主視窗
 - window = tk.Tk()
 - window.title('Lab5')
 - □ window.geometry('400x400') 設定視窗大小



Python GUI Tkinter (2)

- □ 3. 建立主視窗後即可創造其他widget物件,如Button、Label等
 - □ e.g. label = tk.Label(window, text='Hello World!')
 主視窗名稱 label顯示的文字
 - e.g. button = tk.Button(window, text='hit me', command='xxx')

e.g. frame = tk.Frame(window) #width= , height= , bg="

若使用.place()的方式將widget放在視窗上需要加上寬高, 否則不一定需要



設定顯示文字

- □ 設定label顯示的文字:
 - □無法變更文字的寫法: text = var
 - □文字隨著變數變動的寫法: textvariable = var

- e.g. label = tk.Label(window, text=var)
- e.g. label = tk.Label(window, textvariable=var)



設定Button

- □ button = tk.Button(frame, text = "7", borderwidth=5, width= 4, command = lambda: Click("7")) 按鈕的邊框寬度 按鈕的寬度
- □ e.g.
 - □ command = lambda: Click("7") 當按下按鈕時傳值'7'給function Click
 - command = Clear()



Python GUI Tkinter (3)

- □ 4. 將widget放在視窗上 e.g. frame.pack()
 - pack() / pack(side='left/right/top/bottom')
 - widget會直接放在視窗上(或指定的方位)
 - □ grid(column=0, row=1)
 - widget會放在指定的位置(行列)
 - □ place(x=10, y=30)
 - widget會放在指定的座標



Python GUI Tkinter (4)

- □ 5. 將Tkinter物件放入等待迴圈,讓window不斷重新整理
 - window.mainloop()



StringVar()相關用法

- var = tk.StringVar()
- □ var.set('Python GUI') 設定var字串變數的值

□ x = var.get() 取得var字串變數的值

□ temp = var.get().split('') 將var字串變數之中用空白隔開的值分別存入temp list物件中



Dictionary (1)

```
□ fruit = {'Apple':1, 'Banana':20}
```

- □可變的資料型態
- □沒有順序性,無法使用index查找



Dictionary (2)

- □ 建立dictionary
 - □使用{}建立
 - fruit = {}
 - □使用dict()建立
 - fruit = dict()



Dictionary (3)

- □ 使用keys()取得所有key
 - □ fruit.keys()回傳 dict_keys(['Apple', 'Banana'])
- □ 使用values()取得所有value
 - □ fruit.values()回傳 dict_values([1, 20])



Dictionary (4)

- □字典內的元素
 - □使用in檢查key: 'xxx' in yyy
 - e.g. 'Apple' in fruit
 - □使用[]與= 改變or增加 字典內的元素
 - e.g. fruit['Apple']=2 \ fruit['Mango']=10

```
In [43]: fruit
Out[43]: {'Apple': 1, 'Banana': 20}
In [44]: fruit['Apple']=2
In [45]: fruit['Mango']=10
In [46]: fruit
Out[46]: {'Apple': 2, 'Banana': 20, 'Mango': 10}
```



Dictionary (5)

- □字典內的元素
 - □使用[]取得每個key的value

```
In [7]: fruit
Out[7]: {'Apple': 1, 'Banana': 20}
In [8]: fruit['Apple']
Out[8]: 1
```



Pickle (1)

- □ Python專用不需要下載,但使用前要先import pickle
- □以二進制壓縮、保存資料
- □ 提供4個功能: dump, load, dumps, loads pickle.dump(object, file) 儲存資料 pickle.load(file) 讀取儲存的資料



Pickle (2)

- □將data寫入檔案
 - uwith open('檔名', 'wb') as f: pickle.dump(data, f)

- □讀取檔案中的data
 - □ with open('檔名', 'rb') as f: data = pickle.load(f)



Python Tkinter GUI (5)

- □ 其他常用的widget,如Entry
 - e.g. entry = tk.Entry(window, textvariable=var, show='*')

```
import tkinter as tk

window=tk.Tk()
window.title('Lab5')

var = tk.StringVar()

entry = tk.Entry(window, textvariable=var, show='*')
entry.pack()
window.mainloop()
```

□ e.g. usr_name = entry.get()可以取得在輸入框內輸入的資料



Python GUI Tkinter (6)

□警示視窗(messagebox)

tk.messagebox.showinfo()

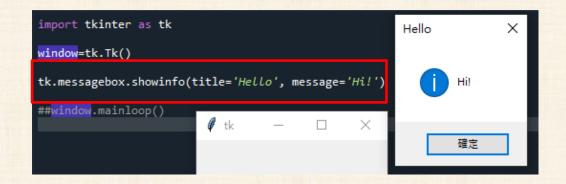
tk.messagebox.showwarning()

tk.messagebox.showerror()

tk.messagebox.askyesno() #回傳true或false

如果有module tkinter has no attribute messagebox錯 誤,

在import tkinter as tk 下面新增 from tkinter import messagebox

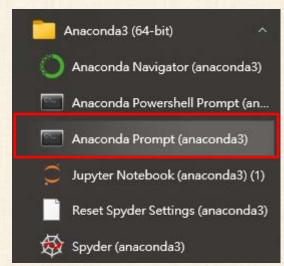






安裝PIL

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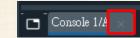
```
Anaconda Prompt (anaconda3) - conda install -c anaconda pillow
                                                                                                            (base) C:\Users\BUN; conda install -c anaconda pillow
Collecting package metadata (current_repodata.json): done
Solving environment: done
                                                        conda install –c anaconda pillow
## Package Plan ##
  environment location: C:\Users\BUN\anaconda3
  added / updated specs:
   - pillow
The following packages will be downloaded:
    package
    conda-4.10.3
                                 py38haa95532_0
                                                       2.9 MB
                                         Total:
                                                       2.9 MB
The following packages will be UPDATED:
  conda
                                    4.10.1-py38haa95532_1 --> 4.10.3-py38haa95532_0
Proceed ([y]/n)? 輸入y
Downloading and Extracting Packages
                                reparing transaction: done
 erifying transaction: done
 Executing transaction done
(base) C:\Users\BUN:
```

出現表示安裝完成



□登入介面分為上下兩個frame

□ 上面的frame放圖片
from PIL import Image, ImageTk
image1 = ImageTk.PhotoImage(Image.open('檔名.jpg'). resize((寬,高)))
im = tk.Label(f1, image=image1)
im.pack()



!如果出現TclError: image "pyimage2" doesn't exist,把console關掉再執行一次就好





X User: Password: Sign Up Log In



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提醒: debug的時候記得刪掉舊的user_info.pickle

- □ 下面的frame顯示User Name、Password,輸入框(Entry),並新增Log In按鈕與Sign Up按鈕(先暫時不用設定)
- □ 輸入密碼時,需隱藏輸入的內容
- □ 設定按下Log In按鈕的功能(messagebox)
 - □帳號存在且密碼正確,顯示登入成功
 - □帳號存在但密碼錯誤,顯示密碼錯誤
 - □帳號不存在的話,按"是(Y)"可直接寫入 pickle檔,如圖:

```
? Do you want to create an account by your input?
```

def login(): #entry.get() entry usr = entry pwd = try: with open('user info.pickle', 'rb') as f: user_info = #讀檔 except EOFError: user info = #建空字典 except FileNotFoundError: user_info = #建空字典 if ??? in ???: #帳號存在? if ??? == ???: tk.messagebox. else: tk.messagebox. sign up = tk.messagebox. if sign up: with open('user info.pickle', 'wb') as f: user info = {???: ???}



Attribute Error

□ 如果執行時entry變數出現Exception in Tkinter callback,

AttributeError: 'NoneType' object has no attribute 'get'

□ 把你的entry和定位的pack/grid/place分成兩行寫



Python GUI Tkinter (7)

- □ 彈出式視窗(toplevel)
- □Tk是主視窗,關閉則整個程式結束

- □ Toplevel是子視窗,關閉後主視窗還會存在
 - □ e.g. window2 = tk.Toplevel(window)
 window2會彈出在window上 且 不需要.mainloop()就會顯示
 - □ window2.destroy() 自動關閉彈出式視窗

□ 開始設定Q1創建的Sign Up按鈕,按下後會彈出註冊的視窗(彈出視窗)

ellcome to Login — 🗆 🗙	
	-
User: Password:	
Log In Sign Up	

□ 設定彈出視窗的title、視窗大小(、顏色等)

- □按下彈出視窗的sign up按鈕後,先判斷
 - □若已經存在pickle檔,且裡面有內容則讀檔
 - □若已經存在pickle檔,且裡面空白則建空字典
 - □若不存在pickle檔則建空字典
 - □之後判斷 (記得都要加上messagebox)
 - ■帳號是否已經被註冊,若已被註冊則提示已有相同帳號存在
 - ■密碼和確認密碼是否相同,若不同則提示兩者不同
 - ■若都沒問題則將註冊的帳號密碼寫入pickle檔,銷毀註冊視窗,並提示註冊成功

