GUI Tutorial

# Create the UI

Open QtDesigner.  
Design your window.

# Convert it to python executable

Open the terminal (cmd).  
Open the folder where your .ui file is at.  
Type: pyuic5 -x YOUR-FILE.ui -o NAME-YOUR-PROGRAM.py

If your ui uses any .qrc files, compile them into .py too:  
Type: pyrcc5 -o YOUR-FILE\_rc.py YOUR-FILE.qrc

Run your Program!  
python NAME-YOUR-PROGRAM.py

# Connect the UI to your python project

We create a new class "GuiLogic". (That’s the design ideal. Not sure its possible)  
we define methods to call when a button is clicked/whatever event happens.  
we edit NAME-YOUR-PROGRAM.py adding to each object we wish, such as a button, a connect feature. Button click example:  
btn.clicked.connect(self.close\_application)