

17-10-2024

Training Day – 23

GUI PROGRAMMING

- Pack
- Place
- Grid geometry won't work together.

Grid is the best geometry to use

.....New Program.....

```
# import tkinter as tk
# def leftClick():
#     print("I am Clicked")
# root=tk.Tk()
# root.geometry("300x400")
# btn1=tk.Button(root,text="ABCD",font=1,bg="Red",fg="Yellow",command=leftClick)
# btn1.grid(row=0,column=0)
# root.mainloop()
```

print function in python is used to print the data on console window.

Label widget in tkinter is used to display the data on GUI screen

.....New Program.....

```
# import tkinter as tk
# root=tk.Tk()
# root.geometry("300x400")
lbl_id=tk.Label(root,text="Enter Cust ID:",font=1)
lbl_id.grid(row=0,column=0)
lbl_name=tk.Label(root,text="Enter Cust Name:",font=1)
lbl_name.grid(row=1,column=0)
root.mainloop()
```

Entry widget: To take input from GUI screen in single line.

Like input function, we take the data in some variable, similarly in Entry widget we will input the data in some variable. Till now in Python we have discussed, that variables are created in python by assigning the value. Variables created through input functions will always be of type

string. But in GUI tkinter programming, the variables are not automatically created by assigning the value. Here also like in C Lang or Java, we need to firstly define the variable type.

```
# L=list() #Empty List
```

```
.....New Program.....
```

```
import tkinter as tk
```

```
def data_capture():
```

```
    id=var_id.get()
```

```
    print(id)
```

```
    var_id.set("")
```

```
root=tk.Tk()
```

```
root.geometry("400x500")
```

```
lbl_id=tk.Label(root,text="Enter Cust Id:",font=1)
```

```
lbl_id.grid(row=0,column=0)
```

```
var_id=tk.StringVar()
```

```
entry_id=tk.Entry(root,textvariable=var_id,font=1)
```

```
entry_id.grid(row=0,column=1)
```

```
btn_submit=tk.Button(root,text="Submit",font=1,command=data_capture)
```

```
btn_submit.grid(row=1,column=1)
```

```
root.mainloop()
```