

# Introductory Programming Using Python

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## Day 1

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# Admin Information

1. Download course material at <https://bit.ly/py-jul21>
2. Set microphone to muted when you are not speaking



# Trainer

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# Outline for the day

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Time	Agenda
9.00am	Welcome and admin matters
9.15am – 10.30am	
10.30am – 10.45am	Break
10.45am – 12.30pm	
12.30pm – 1.30pm	Lunch
1.30pm – 3.15pm	
3.15pm – 3.30pm	Break
3.30pm – 4.45pm	
4.45pm – 5.00pm	Wrap up, Q&A



# About This Workshop

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- Learn about Python 3, a very versatile and useful language
- Discuss its advantages and disadvantages (also what to look out for)
- Improve your problem-solving skills:  
How to automate the most boring and repetitive stuff using Python
- The tools and useful modules you can use to build your applications



# Prereqs and Preparations

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Before you attend this workshop, please make sure:

- Your laptop works
- You have installed the latest version of Python 3
- You have installed a suitable editor:  
We are using **Wing IDE Personal edition in this course**
- Usage of Chrome web browser



# Programme Day One

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Morning	Afternoon
<ul style="list-style-type: none"><li>• Install Python and using Wing IDE</li><li>• Variables</li><li>• Data Types</li><li>• List</li><li>• User Input</li><li>• If-Else</li><li>• For loops</li></ul>	<ul style="list-style-type: none"><li>• Functions</li><li>• Try/except</li><li>• String functions</li><li>• String formatting</li><li>• Writing a complete program</li></ul>



# Programme Day Two

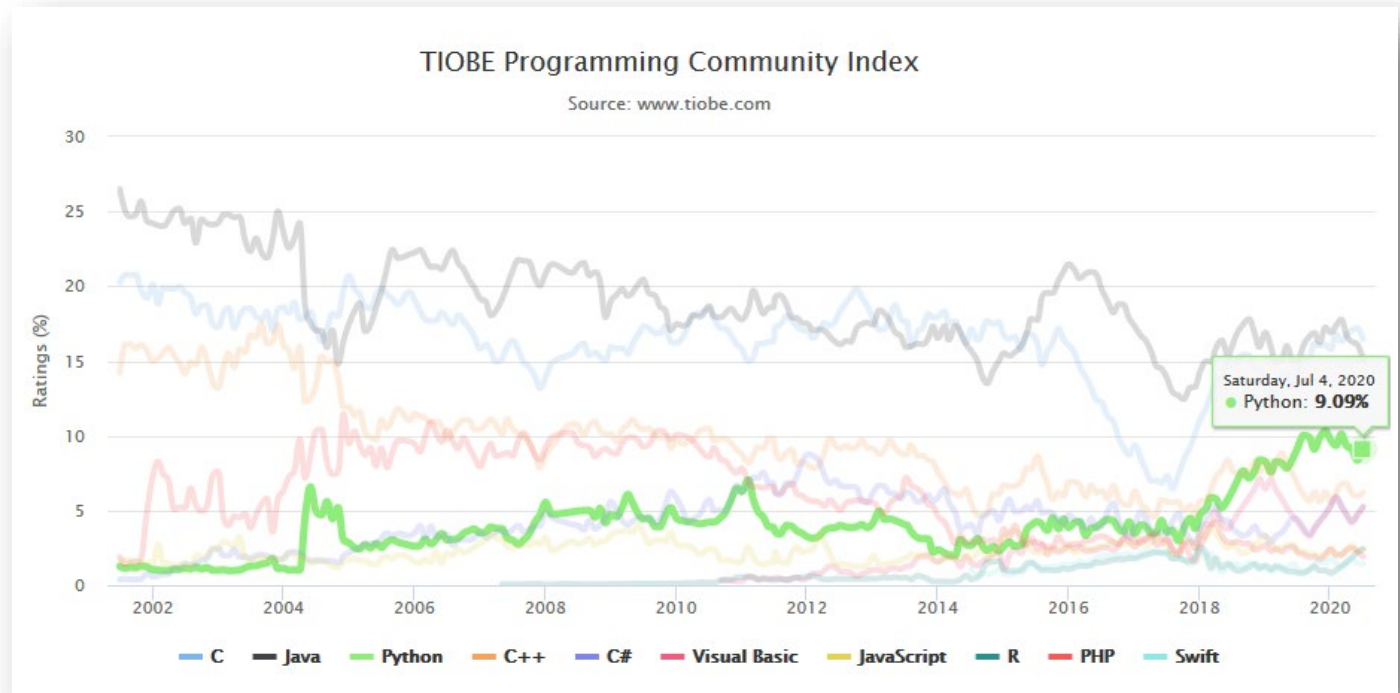
---

Morning	Afternoon
<ul style="list-style-type: none"><li>• Read and writing files</li><li>• Copying, moving and deleting files and folders</li><li>• Working with Excel</li><li>• Image Processing</li></ul>	<ul style="list-style-type: none"><li>• Connecting to the Web</li><li>• Sending emails</li><li>• Creating Chart</li><li>• Generating PDF</li></ul>





# Introduction to Python



## What is Python?

- Interpreted
- Interactive
- Functional
- Object-oriented
- Programming language, not just a scripting language



# Introduction to Python

## Who uses Python?

### Web Development

- Google (in search spiders)
- Yahoo (in maps application)

### Games

- Civilization 4 (game logic & AI)
- Battlefield 2 (score keeping and team balancing)

### Graphics

- Industrial Light & Magic (rendering)
- Blender 3D (extension language)

### Financial

- ABN AMRO Bank (communicate trade information between systems)

### Science

- National Weather Center, US (make maps, create forecasts, etc.)
- NASA (Integrated Planning System)

### Education

- University of California, Irvine
- University of New South Wales (Australia)
- Republic Polytechnic, Singapore
- National University of Singapore (NUS)
- Singapore University of Technology and Design (SUTD)
- Singapore Management University (SMU)



# Introduction to Python

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## Why the name, Python?






- Originally not a snake, but from the British comedy “Monty Python’s Flying Circus”. The snake logo came later.
- Invented in 1990 by Guido Van Rossum
- First public release was in 1991





# Python Versions

Use Python 3.x if you are learning or starting new project

PYTHON 2.X		PYTHON 3.X
← <b>LEGACY</b>		<b>FUTURE</b> →
It is still entrenched in the software at certain companies		It will take over Python 2 by the end of 2019
 <b>LIBRARY</b>		<b>LIBRARY</b> 
Many older libraries built for Python 2 are not forwards compatible		Many of today's developers are creating libraries strictly for use with Python 3
0100 0001 <b>ASCII</b>		<b>UNICODE</b> 0000 0100 0001
Strings are stored as ASCII by default		Text Strings are Unicode by default
≈ <b>7/2=3</b>		<b>7/2=3.5</b> ⊕
It rounds your calculation down to the nearest whole number		This expression will result in the expected result
 <b>print "WELCOME TO GEEKSFORGEEKS"</b>		<b>print("WELCOME TO GEEKSFORGEEKS")</b> 
It rounds your calculation down to the nearest whole number		This expression will result in the expected result

Python has two versions currently: 2.7.17 and 3.8.1

<https://www.python.org/downloads/>

Python 2 reaches its End of Life (EOL) on 1 Jan 2020.



# Python 2 vs. Python 3

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- **Different syntax: e.g. print statement, division**

- Python 2

- ✓ print "Hello World!"

- ✓ `x = 5 / 2`

# x's value will be 2

- Python 3

- ✓ print("Hello World!")

# brackets are compulsory now

- ✓ `x = 5 / 2`

# x's value will be 2.5

- **Which to learn?**

- Many major frameworks and third-party modules have already migrated or are in the process of moving to Python 3

- Python 2's EOL is in 2020, no Python 2.8

- **The obvious pick: Python 3**



# Why Python

---

- Focus on problem solving, and not on programming syntax

```
width = input("Enter Width: ")
height = input("Enter Height: ")

area = float(width) * float(height)
print("Area: " + str(area))
```

```
import java.util.Scanner;

public class AreaApp {

    public static void main(String[] args) {

        Scanner scanner = new Scanner(System.in);

        System.out.println("Enter Width: ");
        double width = scanner.nextDouble();

        System.out.println("Enter Height: ");
        double height = scanner.nextDouble();

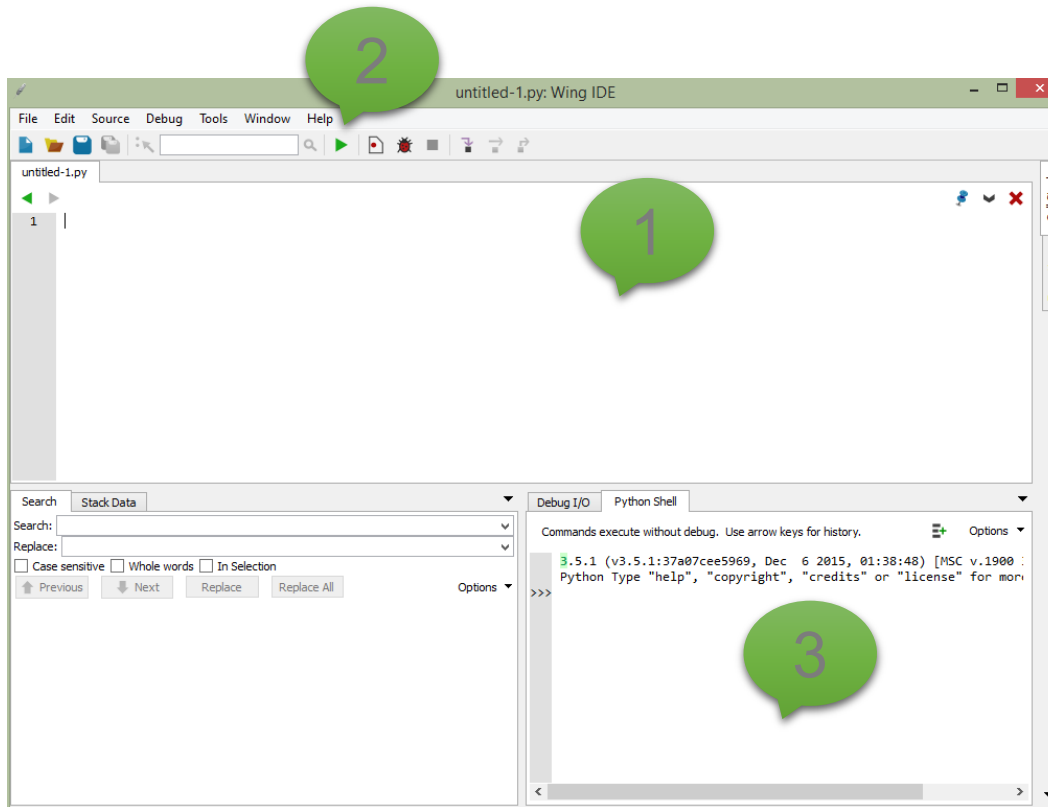
        double area = width * height;

        System.out.println("Area: " + area);

    }
}
```



# Run Wing IDE

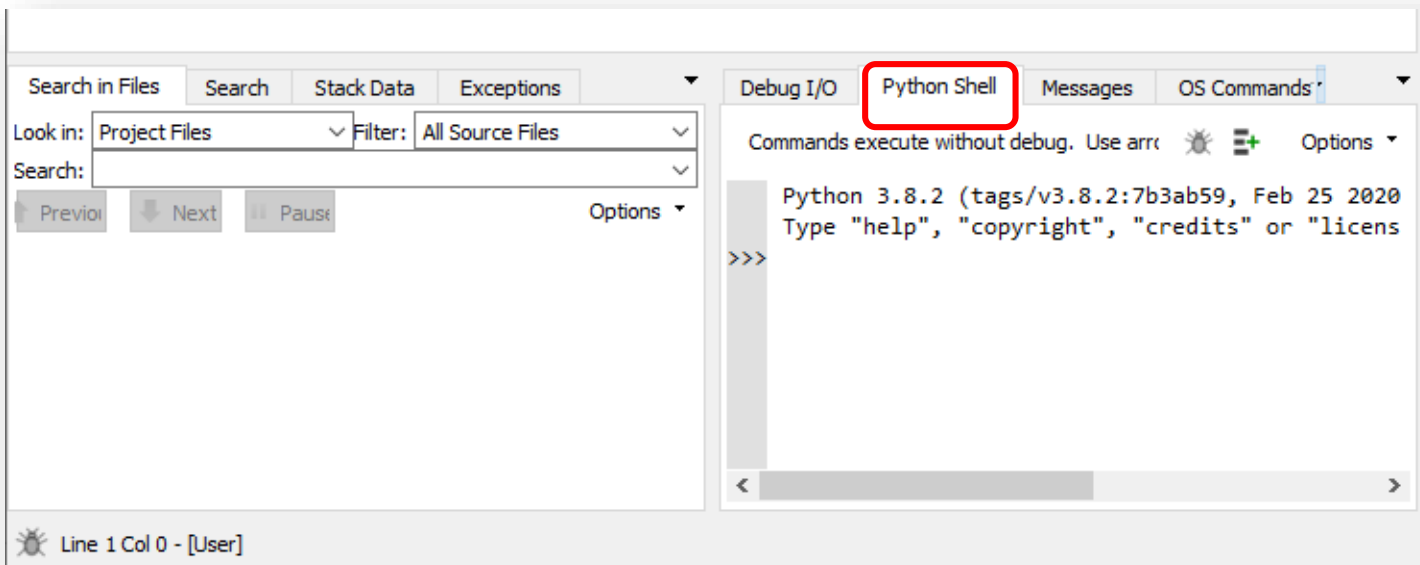


- Editor
- Run button
- Output window / Console



# Using the Console

- Also known as the interpreter
- See the output straightaway
- Usually used to test very small chunks of code
- Type code after >>>
- Let's try!







# Interactive Python

---

- Let's do some simple mathematics with Python now!
- Run the following pieces of code in the python interpreter to see how effortlessly Python does it.

```
3.6.2 (v3.6.2:5fd33b5, Jul  8 2017, 04:57:36) [MSC v.1900 64 bit (AMD64)]
Python Type "help", "copyright", "credits" or "license" for more information.
>>> 100 + 10
110
>>> 100 - 10
90
>>> 100 * 10
1000
>>> 100 / 10
10.0
>>>
```



# What are variables?

---

- Variables are the **storage references** for data
- Some rules for naming the variables
  - like no starting with a number
  - one word
  - E.g. Valid variable names: x, y, abc1234
  - Non-valid variable names: 1234abc
- To declare a variable to store a piece of data, simply assign a value to a name of your choice.
  - E.g. `x = 100`



# Using variables?

---

- We can then use the variables in our codes
- To print out the contents of a variable, use the function `print()`

```
3.6.2 (v3.6.2:5fd33b5, Jul  8 2017, 04:57:36) [MSC v.1900 64 bit (AMD64)]
Python Type "help", "copyright", "credits" or "license" for more information.
>>> x = 100
>>> y = 10
>>> z = x + y
>>> print(z)
110
```



# Data Types

---

We shall focus on these basic data types in our workshop:

## Numbers

int for whole numbers

float for numbers with decimal point, e.g. 5.2, 2.0

## Text

str for a sequence of characters

## Containers

list a sequence of objects, use an index to access each object



# Basic Data Types

---

- Examples

int

```
>>> a = 5
>>> b = 2
>>> a + b
7
>>> type(7)
<class 'int'>
>>> a -= 1
>>> a
4
```

float

```
>>> c = 3.0
>>> type(c)
<class 'float'>
>>> 3/2
1.5
>>> 3//2
1
```

str

```
>>> s = "hello"
>>> type(s)
<class 'str'>
>>> s + " world"
'hello world'
>>> len(s)
5
>>> s[0]
'h'
```



# Variable and Data Type

---

- Identify components in a statement

Example	Variable Name	Data Type	Value
my_name = "alan"	my_name	str	"alan"
age = 25	age	int	25
height = 1.75	height	float	1.75
over_age = True	over_age	bool	True



# Conversion between Data type

- Three important functions: `int(x)`, `float(x)` and `str(x)`

Example	<code>int(x)</code>	<code>float(x)</code>	<code>str(x)</code>
<code>x = 1</code>	1	1.0	"1"
<code>x = "alan"</code>	error	error	"alan"
<code>x = 1.5</code>	1	1.5	"1.5"



# Mathematics of Programming

- You can add, subtract, multiply and divide numbers with numbers

- $2 + 3$
- $2 * 3.0$
- $3 / 2$
- $2 - 6$

- Special cases:

- Add string to string
- Multiply string with int
- Add string to numbers

"hello" + "world"	->	"helloworld"
"x"* 5	->	"xxxxx"
"5" + 5	->	Error

Common mistake:

```
age = 15
```

```
print ("age is " + age)
```

Correct method:

```
age = 15
```

```
print ("age is " + str(age))
```





# Basic Arithmetic

---

Operator Name	Code	Example
		When $x = 2$ and $y = 1$
Plus	$x + y$	$x + y$ will give 3
Minus	$x - y$	$x - y$ will give 1
Divide	$x / y$	$x / y$ will give 2.0
Multiply	$x * y$	$x * y$ will give 2 You must use $*$ instead of $x$ for multiplication.
$x$ to the power of $y$	$x ** y$	$x ** y$ means 2 to power of 1 and will give 2
Modulus	$x \% y$	$x \% y$ will give 0 0 is the remainder from 2 divides by 1



# Exercises

Example	Variable Name	Data Type	Value
weight = 65.5	weight	float	65.5
gpa = 3	gpa	int	3
gender = "Female"	gender	str	"Female"
enabled = False	enabled	bool	False
height = 180 + 5.0	height	float	185.0
w = float(4) + 3	w	float	7.0
x = 7/2	x	float	3.5
y = int(4.5) + 5.0	y	float	9.0
z = str("1") * 4	z	str	"1111"



# Exercise – Homework Calculator

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- Mick took 3.5 hours to finish his homework. Alice took 2.5 hours to finish her homework. Write a program to calculate the total amount of time in seconds that they took to finish their homework



**5 mins**



# Lists

---

- In many other programming languages, arrays are used to store a collection of similar variables. Lists are Python's alternative for arrays
- What's unique about Python's lists:
  - Can have multiple data types in the same list
  - Lists are dynamic – can grow and shrink on demand
  - Lists are mutable, i.e. they can be modified after they are created

```
>>> mixed_list = [5, 1.5, "hello"]
>>> mixed_list.append(20)
>>> mixed_list
[5, 1.5, 'hello', 20]
```



# Lists

---

- For example, colours of the rainbow can be grouped under a list data structure.
  - `rainbowColours = ["red", "orange", "yellow", "green", "blue", "indigo", "violet"]`
- To refer to the individual pieces of data, we can then use
  - `print (rainbowColours[1])`
- This prints orange, not red! Take note that the index starts from 0.



# Accessing List Elements

---

```
>>> mylist2 = ["hello", 3.0, 5]
>>> mylist2[0]
'hello'
>>> mylist2[-1]
5
```

- Index starts with **0** and ends with **length-1**
- Negative indices, starting with -1 are used to refer to elements starting from the last. (-2 for 2<sup>nd</sup> last, etc.)
- To find out how many elements are there in a list:

```
>>> mylist3 = ["hello", 3.0, 5, [10, 20]]
>>> len(mylist3)
4
```



# List Method Calls

---

Method	Meaning
<code>&lt;list&gt;.append(x)</code>	Add element x to end of list
<code>&lt;list&gt;.sort()</code>	Sort the list. A comparison function can be passed as parameter
<code>&lt;list&gt;.reverse()</code>	Reverses the list
<code>&lt;list&gt;.index(x)</code>	Returns index of first occurrence of x
<code>&lt;list&gt;.insert(i, x)</code>	Insert x into list at index i. (same as <code>list[i:i] = [x]</code> )
<code>&lt;list&gt;.count(x)</code>	Returns the number of occurrences of x in list
<code>&lt;list&gt;.remove(x)</code>	Deletes the first occurrence of x in list
<code>&lt;list&gt;.pop(i)</code>	Deletes the $i^{\text{th}}$ element of the list and returns its value
<code>x in &lt;list&gt;</code>	Checks to see if x is in the list (returns a Boolean)



# Exercise – List Operation

---

- Write the code to
  - Create a list with 3 numbers: 1, 5, 15
  - Add the number 20 to the end of the list
  - Remove the number 5 from the list



**5 mins**





# Getting User Input

---

- You can use input() function to ask for user input.
- The value entered by the user is stored into a variable as a string.
- If the value is to be used as a number, you can use the int() or float() function to convert the value to the appropriate number data type.

```
>>> word = input("Enter a word: ")
Enter a word: hello
>>> print(word)
hello
>>> type(word)
<class 'str'>
>>>
```

```
>>> num = input("Enter a Whole number : ")
Enter a Whole number : 8
>>> print(num)
8
>>> type(num)
<class 'str'>
>>> num = int(num)
>>> print(num)
8
>>> type(num)
<class 'int'>
>>> |
```



# Exercise – Temperature Calculator

---

The normal human body temperature is 36.9 Degree Celsius. Write a program to ask the user for name and temperature and print a message on the screen that indicate the temperature difference from the normal body temperature.

```
Enter patient's name:-John
```

```
Enter patient's temperature:-37.5
```

```
John's temperature is 0.6 degree celsius from 36.9 degree celsius.
```



**10 mins**



# Selection/Decision Making

---

- An if-else statement is used in Python to alter the flow of execution of the code.

**"if" syntax:**

```
if cond : inst  
[ elif cond : inst ]  
[ else: inst ]
```

```
marks = 30  
if marks < 50:  
    print("Fail")  
else:  
    print("Pass")
```



# Which code to run?

---

- The code between “if” and the colon, which is `marks < 50` , equates to a `True` or `False` value.
- If it is of a value `True`, then the first code will run.
- If it is of a value `False`, the the else portion of the code will execute.

```
marks = 30
if marks < 50:
    print("Fail")
else:
    print("Pass")
```



# True or False

---

- **True** and **False** are constants in Python
- Comparison Operators: **==**, **!=**, **<=**, etc.

```
>>> x = 10
>>> y = 20
>>> print (x == y)
False
>>> print (x != y)
True
>>> print (x < y)
True
>>> print(x <= y)
True
```



# Selection/Decision Making

---

- A nested if-else statement.
- “elif” is a short form for “else if”

```
marks = 30
if marks < 50:
    print("Fail")
elif marks < 80:
    print("Pass")
else:
    print("Excellent!")
```



# Conditions in Decision Making

---

The condition(s) in a test can be expressed through the use of the following comparison operators.

Expression	What it does
<code>a == b</code>	Evaluates to True when a is equal to b
<code>a != b</code>	Evaluates to True when a is not equal to b
<code>a &lt; b</code>	Evaluates to True when a is lesser than b
<code>a &gt; b</code>	Evaluates to True when a is bigger than b
<code>a &lt;= b</code>	Evaluates to True when a is lesser than or equal to b
<code>a &gt;= b</code>	Evaluates to True when a is greater than or equal to b



# Example of Using if/ elif / else

---

- Ask user for the T-shirt size and display the result.

```
size = input("Enter your T-shirt Size (s/m/l):")

if size == "s":
    print("You have chosen small size")
elif size == "m":
    print("You have chosen medium size")
else:
    print("You have chosen large size")
```

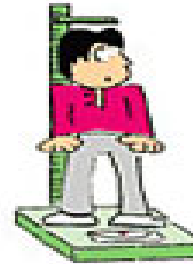




# Exercise - BMI Calculator

Develop a BMI Calculator to calculate the BMI of a patient given the weight and height.

$$\text{BMI} = \frac{\text{Weight (kg)}}{\text{Height (m)} \times \text{Height (m)}}$$



Category	Underweight	Ideal	Overweight	Obese
$\text{BMI} = \frac{\text{weight(kg)}}{\text{height(m)}^2}$	< 18	$\geq 18$ , but < 25	$\geq 25$ , but < 30	$\geq 30$



15 mins

# Lunch Break

---



# For Loops

---

```
>>> numbers = range(10)
>>> for i in numbers:
...     print(i)
...
0
1
2
3
4
5
6
7
8
9
>>> |
```

- For loops often go hand-in-hand with lists
- Every object in the list will be processed by what is inside the for loop
- What is the data type of `i`?

Notice how each call of print at each loop will print at a different line.

How do we print numbers 0 to 9 all on the same line (0123456789)?



# For Loops

---

```
>>> s = "freedom"
>>> for c in s:
...     print(c,end=" ")
...
f r e e d o m
>>> |
```

- A string is a sequence, like a list
- The for loop works similarly with strings



# Range

---

```
>>> print(list(range(10)))
[0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
>>>
>>> print(list(range(1,10)))
[1, 2, 3, 4, 5, 6, 7, 8, 9]
>>>
>>> print(list(range(1,10,2)))
[1, 3, 5, 7, 9]
>>>
>>> print(list(range(10,1,-1)))
[10, 9, 8, 7, 6, 5, 4, 3, 2]
>>> |
```

## Three versions:

- `range(y)`  
starts at 0  
ends before `y`  
step up by 1
- `range(x, y)`  
starts at `x`  
ends before `y`  
step up by 1
- `range(x, y, s)`  
starts at `x`  
ends before `y`  
step up by `s`

Note: if `s` is negative, then step down by its absolute value



# Exercise – Even Odd Counter

---

Write and test a program that will read 10 positive integer numbers, determine if it is even or odd, keep count of the number of even and odd numbers and display the final outcome as follows:

Enter number 1: 12

Enter number 2: 7

...

Enter number 10 : 67

Even #: 4

Odd #: 6

- Q: What if a user does not enter a positive integer?



# Introduction to Function

---

- Functions are little self-contained programs that perform a specific task.
- You have to define a new function before you can use it.

**Define a function** →

```
def cal_area(width, height):  
    return width * height
```

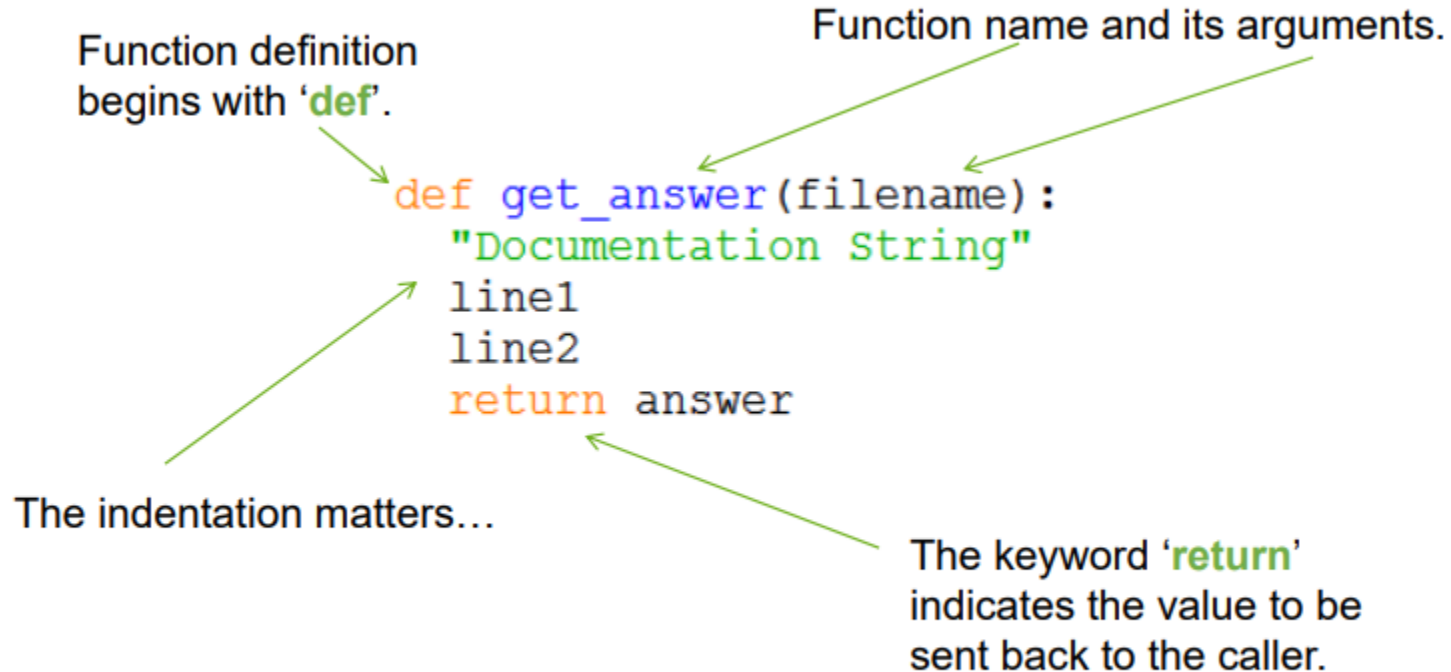
**Use a function** →

```
area = cal_area(5, 8)  
print("The area is " + str(area))
```



# Defining Function **def**

- No type declarations needed
- Python will figure it out at run-time



**No header file or declaration of types of function or arguments.**





# Why function?

---

- Function to calculate area of circle based on a given radius

```
def cal_area(radius):  
    area = 3.142 * radius * radius  
    return area
```

- Uses of function
  - reduce repetitive code
  - define new command by grouping existing commands
  - function name can provide more meaningful name to a series of commands



# Example: Defining and Calling a Function

---

- The syntax for a function call is:

```
>>> def sayHello():  
...     print('Hello')  
...  
>>> sayHello()  
Hello  
>>> def addNumbers(x, y):  
...     return x + y  
...  
>>> z = addNumbers(3, 4)  
>>> z  
7  
.
```



# Example: Function with return value

---

- Function to calculate area of rectangle

## Define the function

```
def cal_area (width , height ):  
    return width * height
```

## Using the function

```
area1 = cal_area ( 4, 5)  
area2 = cal_area (2, 3)  
total_area = area1 + area2  
print("Total area: " + str(total_area))
```





# Function overloading? No.

---

- No function overloading in Python
- Two different functions can't have the same name, even if they have different arguments.

```
>>> def add(a, b):  
        return a+n
```

```
>>> def add(a, b, c):  
        return a+b+c
```

```
>>> add(1,2)
```

```
Traceback (most recent call last):  
  File "<pyshell#10>", line 1, in <module>  
    add(1,2)  
TypeError: add() takes exactly 3 arguments (2 given)
```



# Example: Define and Use Function

---

- Write a function that takes in two numbers as arguments and returns the bigger number.

```
def getBiggerNumber(num1, num2):  
    if num1 > num2:  
        return num1  
    else:  
        return num2
```

Argument list



# Exercises

---

- Write a function that takes in a number as argument, and returns that number
- Write a function that takes in a number as argument, and returns that number incremented by 1
- Write a function that calculates and returns the double of the number given as argument



10 mins



# Exercises

- Write a function to calculate the discounted price given the original price and the discount in percentage.
- For example, if an item costs 100 dollar, and given 10% discount, the function will print a value of 90.0.

## Samples:

```
>>> get_discount(100, 10)
90.0
>>> get_discount(50, 20)
40.0
```

get\_discount.py

- Write a function that takes in a list of number and return the sum of the numbers.

## Samples:

```
>>> get_sum([1, 2, 3, 4])
10
>>> get_sum([3, 3, 3])
9
```

get\_sum.py



15 mins



# try .. except

---

Error handling is done through the use of exceptions that are caught in try blocks and handled in except blocks

```
>>> try:
...     5/0
... except Exception as e:
...     print("Exception ",type(e),": ",e.args)
...
Exception <class 'ZeroDivisionError'> : ('division by zero',)
>>>
```

```
>>> try:
...     5/0
... except:
...     print("error")
...
error
>>>
```





# try .. except

---

You can also use the finally block. The code in the finally block will be executed regardless of whether an exception occurs.

```
>>> try:
...     5/0
... finally:
...     print("oops, just before we run into an exception.")
...
oops, just before we run into an exception.
Traceback (most recent call last):
  File "<string>", line 301, in runcode
  File "<interactive input>", line 2, in <module>
ZeroDivisionError: division by zero
>>>
```



# try .. except

---

Another example is to check if a website is available:

```
1 from urllib.request import urlopen
2 def isOnline(reliableserver='http://www.google.com'):
3     try:
4         urlopen(reliableserver)
5         return True
6     except IOError:
7         return False
```

```
>>> isOnline()
True
>>>
```



# String functions

---

## Split

```
>>> a='python or java'
>>> b=a.split(' ')
>>> type(b)
<type 'list'>
>>> b
['python', 'or', 'java']
>>>
```

```
>>> a='python or java'
>>> b=a.split('on')
>>> b
['pyth', ' or java']
>>>
```

## Join

```
>>> a=['python','and','java']
>>> b=' '.join(a)
>>> b
'python and java'
>>> c=','.join(a)
>>> c
'python,and,java'
>>>
```



# String Slicing

---

```
>>> s = "freedom"  
>>> print(s[:4])  
free  
>>> print(s[-3:])  
dom  
>>> |
```

Slicing works for any sequence (eg. list), so it works for strings too.

`[:4]` gets from the start till the fourth character

`[-3:]` gets the last third till the last character.



# Exercise – Find Longest Word

---

Create the function `findLongestWord` that takes in a sentence and returns the longest word. Hint: Use `split()`



15 mins



# String formatting

---

```
>>> import math
>>> print("Pi is " + str(math.pi))
Pi is 3.141592653589793
>>> print("Pi is approx %.2f"%(math.pi))
Pi is approx 3.14
>>> print("Pos or Neg: %+d %+d"%(-5,3))
Pos or Neg: -5 +3
>>> |
```

## Formatting numbers

%d	int
%f	float

## Special formatting

%.2f	float two decimal places
%+d	sign printing (+)
%+f	E.g. +5.6



# String formatting

---

Try this out yourself !

```
>>> import math
>>> a = math.pi
>>> a
3.141592653589793
>>> b=5
>>> c="python"
>>> line="%s %f %d"%(c,a,b)
>>> line
'python 3.141593 5'
>>>
```

```
>>> line="%03d"%(b)
>>> line
'005'
```





# Exercise - string formatting

---

Given the variable

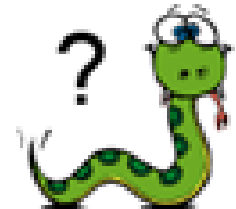
`I = "admin:$E*G$@R:/users/root:"`

Can you print it like

User : admin

Password : \$E\*G\$@R

Homedir : /users/root



10 mins





# The random library

---

`random.randint(a, b)`

Return a random integer N such that  
 $a \leq N \leq b$

`random.random()`

Return the next random floating point number in the range [0.0, 1.0]

**Other random functions**

`random.shuffle(List)`

`random.choice(List)`

More at <http://docs.python.org/library/random.html>



# Exercise - Guessing Game

---

- Create a random number between 1 and 20 and prompt the user to guess the secret number. He is allowed a maximum of 6 guesses after which the secret number will be displayed and the program exits. For every guess, the program will display a message saying if the number guessed is higher or lower than the secret number. If he guessed the correct number, the program will display the number of tries he had taken and the program exits.



20 mins



# Exercise - Guessing Game

---

- **Sample output**

```
What is your name?  
John  
Well, John, I am thinking of a number between 1 and 20  
Take a guess  
5  
Your guess is too low.  
Take a guess  
10  
Your guess is too low.  
Take a guess  
15  
Your guess is too high.  
Take a guess  
12  
Your guess is too low.  
Take a guess  
14  
Good job, John! You guessed my number in 5 guesses!  
  
Process finished with exit code 0
```

```
What is your name?  
John  
Well, John, I am thinking of a number between 1 and 20  
Take a guess  
10  
Your guess is too high.  
Take a guess  
10  
Your guess is too high.  
Take a guess  
10  
Your guess is too high.  
Take a guess  
10  
Your guess is too high.  
Take a guess  
10  
Your guess is too high.  
nope. The number I was thinking of was 6  
  
Process finished with exit code 0
```



# Graphical User Interface

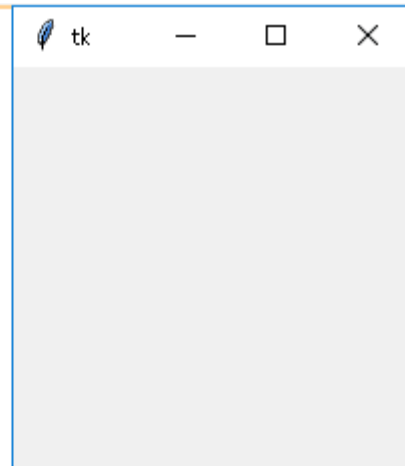
---

<https://wiki.python.org/moin/GuiProgramming>

Tkinter – Python's standard GUI library

It is a commonly used GuiProgramming toolkit for Python.

```
1 import tkinter
2
3 window = tkinter.Tk()
4 window.mainloop()
5
```



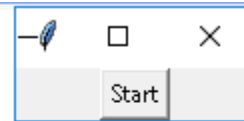


# Graphical User Interface

---

## Add a button

```
1 import tkinter
2
3 window = tkinter.Tk()
4
5 # Add a button
6 button1 = tkinter.Button(window, text="Start")
7 button1.pack()
8
9 window.mainloop()
10
```





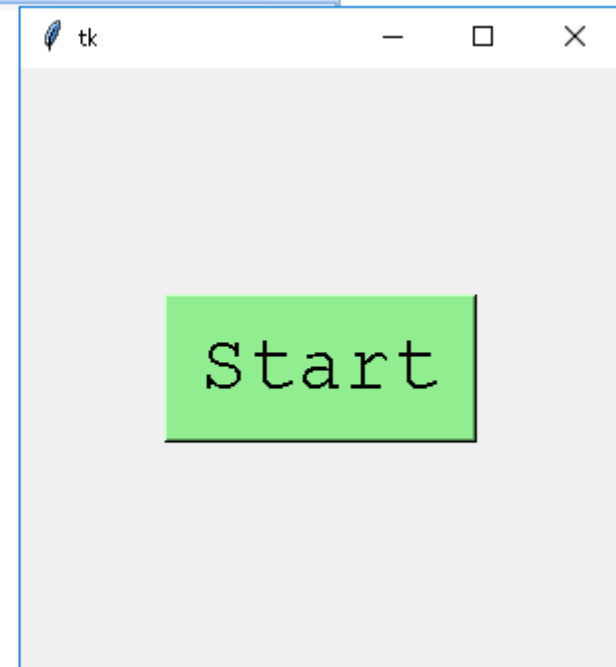
# Graphical User Interface

---

Set the window's size.

Configure the colour and position of the button.

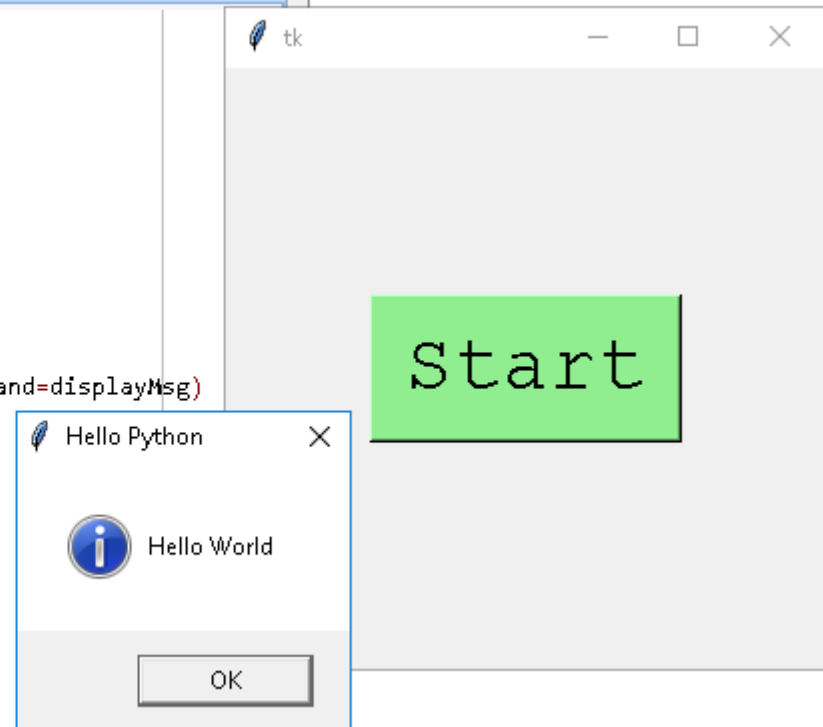
```
1 import tkinter
2 import tkinter.messagebox
3
4 window = tkinter.Tk()
5
6 # Set the window's size
7 window.geometry("300x300")
8
9 # Add and configure a button
10 button1 = tkinter.Button(window, text="Start", bg="lightgreen")
11 button1.config(font=("Courier",30))
12 button1.pack(side="top", expand=tkinter.YES)
13
14 window.mainloop()
15
```





# Graphical User Interface

```
1 import tkinter
2 import tkinter.messagebox
3
4 window = tkinter.Tk()
5
6 # Set the window's size
7 window.geometry("300x300")
8
9 def displayMsg():
10     tkinter.messagebox.showinfo("Hello Python", "Hello World")
11
12 # Add and configure a button
13 button1 = tkinter.Button(window, text="Start", bg="lightgreen", command=displayMsg)
14 button1.config(font=("Courier",30))
15 button1.pack(side="top", expand=tkinter.YES)
16
17 window.mainloop()
18
19
```





# Graphical User Interface

---

- Specify position and size of UI components
  - Use grid to arrange component in row and column

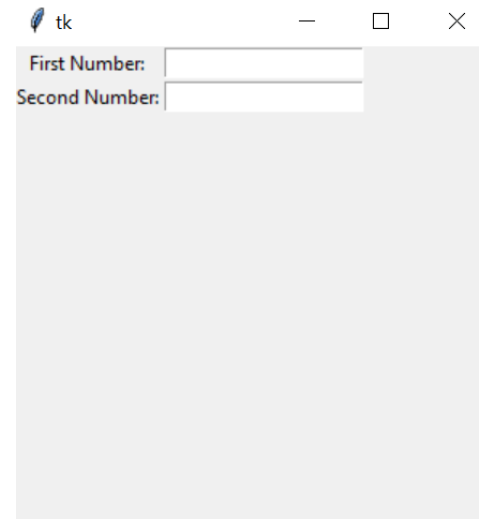
```
from tkinter import *

master = Tk()
master.geometry("300x300")

l1 = Label(master, text="First Number:")
l2 = Label(master, text="Second Number:")
l1.grid(row=0, column=0)
l2.grid(row=1, column=0)

e1 = Entry(master)
e2 = Entry(master)
e1.grid(row=0, column=1)
e2.grid(row=1, column=1)

mainloop()
```







# Graphical User Interface

- Getting input, and display result in label

```
from tkinter import *

def calculate():
    total = int(e1.get()) + int(e2.get())
    resultText = "Sum of 2 numbers: " + str(total)
    resultLabel.config(text=resultText)

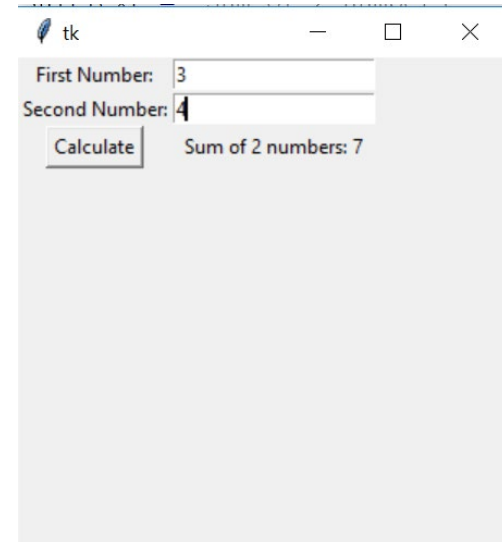
master = Tk()
master.geometry("300x300")

l1 = Label(master, text="First Number:")
l2 = Label(master, text="Second Number:")
l1.grid(row=0, column=0)
l2.grid(row=1, column=0)

e1 = Entry(master)
e2 = Entry(master)
e1.grid(row=0, column=1)
e2.grid(row=1, column=1)

Button(master, text='Calculate', command=calculate).grid(row=2, column=0)
resultLabel = Label(master, text="Answer: ")
resultLabel.grid(row=2, column=1)

mainloop( )
```





Thank you