(MASTERCLASS_10_NOV_2021)

> import the Tkinter module

> Create the main application window.

> Add the widghts like Lables, Buttons, Frames, etc. to the window

> Call the main event loop so that the actions can taken place on the user's computer screen.

In [12]:
```
import tkinter as tk

# Creating the application main window.

r = tk.Tk()

#Entering the event main loop
r.mainloop()
```

In [14]:
```
import tkinter as tk
r = tk.Tk()
r.title('CSE First Year')

button = tk.Button(r, text='stop', width=25, command=r.destroy)
button.pack()


r.mainloop()
```

In [18]:
```
import tkinter as tk

top = tk.Tk()

def helloCallBack():
    print( "Hello Python", "Hello World")

button = tk.Button(top, text ="Hello", command = helloCallBack)

button.pack()
top.mainloop()
```

```
Hello Python Hello World
```

In [19]:
```
from tkinter import *
parent = Tk()
redbutton = Button(parent, text = "Red", fg = "red")
redbutton.pack( side = LEFT )
greenbutton = Button(parent, text = "Black", fg = "black")
greenbutton.pack( side = RIGHT )
bluebutton = Button(parent, text = "Blue", fg = "blue")
bluebutton.pack( side = TOP )
blackbutton = Button(parent, text = "Green", fg = "red")
blackbutton.pack( side = BOTTOM)
parent.mainloop()
```

In [22]:
```
#Import tkinter library
from tkinter import *

#Create an instance of tkinter frame
win = Tk()

#Set the geomatry
win.geometry("750x250")

#Define a function to show the text label
def text_label():
   Label(win, text= "Woohoo! An Event has occurred!", font= ('Helvetica 10 bold')).pack(pady=20)

   #Configure the Button to trigger a new event
   button.configure(command= close_win)
#Define a function to close the event
def close_win():
   win.destroy()
```

```
#Create a Button widget
button= Button(win, text= "Click", font= ('Helvetica 10 bold'), command= text_label)
button.pack(side= TOP)

win.mainloop()
```

In [27]:
```
from tkinter import ttk

# root window
root = tk.Tk()
root.geometry("240x100")
root.title('Login')
#root.resizable(0, 0) ## if you don't want to resize you can use it.

# configure the gride
root.columnconfigure(0, weight=1)
root.columnconfigure(1, weight=3)

# Username
username_label = ttk.Label(root, text="Username:")
username_label.grid(column=0, row=0, sticky=tk.W, padx=5, pady=5)

username_entry = ttk.Entry(root)
username_entry.grid(column=1, row=0, sticky=tk.E, padx=5, pady=5)

# password
password_label = ttk.Label(root, text="Password:")
password_label.grid(column=0, row=1, sticky=tk.W, padx=5, pady=5)

password_entry = ttk.Entry(root, show="*")
password_entry.grid(column=1, row=1, sticky=tk.E, padx=5, pady=5)

# login button
login_button = ttk.Button(root, text="Login")
login_button.grid(column=1, row=2, sticky=tk.E, padx=5, pady=5)

root.mainloop()
```

In [28]:
```
from tkinter import *
top = Tk()

Lb = Listbox(top)
Lb.insert(1, 'Python')
Lb.insert(2, 'Java')
Lb.insert(3, 'C++')
Lb.insert(4, 'Any other')
Lb.pack()

top.mainloop()
```

In [38]:
```
from tkinter import *
master = Tk()
var1 = IntVar()
Checkbutton(master, text='male', variable=var1).grid(row=0,sticky=W)
var2 = IntVar()
Checkbutton(master, text='female', variable=var2).grid(row=1,sticky=W)
mainloop()
```

In [49]:
```
from tkinter import *
master = Tk()
Label(master, text='First Name').grid(row=0)
Label(master, text='Last Name').grid(row=1)
e1 = Entry(master)
e2 = Entry(master)
e1.grid(row=0, column=1)
e2.grid(row=1, column=1)
mainloop
```

Out[49]:
```
<function tkinter.mainloop(n=0)>
```

In [48]:
```
from tkinter import *
parent = Tk()
name = Label(parent,text = "Name").grid(row = 0, column = 0)
e1 = Entry(parent).grid(row = 0, column = 1)
password = Label(parent,text = "Password").grid(row = 1, column = 0)
e2 = Entry(parent).grid(row = 1, column = 1)
submit = Button(parent, text = "Submit").grid(row = 4, column = 0)
parent.mainloop()
```

>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>"Raushan Raj"<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

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