
Developing GUIs using PyQt

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What is a GUI?

A GUI or Graphical User Interface is a medium for a user to interact with a computer and its components through windows, buttons and so on..

Different modules available to develop GUIs

- **PyQt**
- **Tkinter**
- **Kivy**
- **WxPython**

Why PyQt..

- Free Availability
- Cross - Platform
- Multi - Language Support
- Qt Designer

Creating a Window

Geometry Managers

→ `.move()`

- ◆ Places the window at an absolute position on the screen.
- ◆ Takes two parameters `x` and `y` to locate position.
- ◆ Example usage:
`instanceName.move(x = 10, y = 10)`

Geometry Managers

→ `.resize()`

- ◆ Resizes the window's/application's dimensions.
- ◆ The `.resize()` method also takes two parameters, say `x` and `y`, to set the width and the height of the window.
- ◆ Example usage:
`instanceName.resize(x, y)`

Geometry Managers

→ `.setGeometry()`

- ◆ Combines both, `.resize()` and `.move()`
- ◆ Takes 4 parameters, two to represent the placement of the window on the screen and the rest two to represent the dimensions of the window itself.
- ◆ Example usage:
`instanceName.setGeometry(xScreen, yScreen, width, height)`

Creating a Button

Adding a Tooltip

Creating a Label

Creating a Text Field

Creating a Check Box/Button

Creating a ComboBox

Thank You!