Developing GUIs using PyQt

- GDG VIT, Vellore

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 DropBox

Thank You!