15/10/25 **Task 11** Use Tkinter module for UI design

Aim:- To use Tkinter module for UI design

Algorithm:

1. Import tkinter module
2. Create a main window
3. Crede a label with desired text
4. Add the label to the main window using pack()
5. Define a function to change font style
6. Crede a button to call the function when clicked
7. Add the button to the main window using pack()
8. Start the main loop

Program:

```
import tkinter as tk
#Function to change font style
def change_font():
    label.config(font=("Arial",18,"bold"))
#Create main window
root = tk.Tk()
#Create label with desired text
label = tk.Label(root, text="Hello, World!", font=("Helvetica"
#Add label to main window
label.pack()
#Create button to change font style
button = tk.Button(root, text="Change Font", command=change_font)
#Add button to main window
button.pack()
#Start the main loop
root.mainloop()
```

Output

Hello, World!

Change Font

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Task 11-2

Aim:- To write a Python CUI program

Algorithm:

1. Import the tkinter module
2. Create the main window
3. Add labels and text-boxes to the main window
4. Set the size of text boxes.
5. Crede a button to submit values entered in text-box
6. Get the values enter in text-box button is clicked
7. Close the main window when the button is Clicked

Program:-

```
import tkinter as tk

# Create the main window
root = tk.Tk()
root.Title("Text-Box Input")

# Create labels and text-Boxes
label1 = tk.labels root,text =("Enter value 1:")
entry1 = tk.Entry(root)
label2 = tk.Label root, text=("Enter value 2:")
entry2 = tk.Entry(root)
label3 = tk.label(root, text = "Enter value 3:")
entry3 = tk.Entry(root)
#Set the size of the text-boxes
entry1.config(width=30)
entry2.config(width=30)
```

Output

Enter value 1:

Enter value 2:

Enter value 3:

Submit

```
entry3.Config(width=30)

# Create a function to get values entered in text-boxes
def get_values():
    val1 = entry1.get()
    val2 = entry2.get()
    val3 = entry3.get()
    print("Value 1:", val1)
    print("Value 2:" val2)
    print("Value 3:" val3)

# Create a button to submit the values entered
  in the text-boxes. submit_button = tk.Button
(root, text = "Submit", command=get_values)

# Add the labels, text-boxes, & button to main
  window
  label1.pack()
  entry1.pack()
  label2.pack()
  entry2.pack()
  label3.pack()
  entry3.pack()
  submit_button.pack()

# Run the main event loop
  root.mainloop()
```

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RESULT AND ANALYSIS (3)	5
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RECORD (4)	
TOTAL (15)	
SIGN WITH DATE	

Result: Thus the ~~program using~~ Tkinter module for UI design was executed & verified successfully.