

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. Create a label with desired text
4. Add the label to the main window using pack()
5. Define a function to change font style
6. Create 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", 14))

# 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()
```

langs share the programming method of ~~similar~~ ~~similar~~  
concerning to ~~thinking~~ ~~at~~ to think ~~on~~

~~similar~~ ~~concerning~~ ~~other~~ ~~a~~ ~~way~~ ~~of~~ ~~thinking~~

langs ~~are~~ ~~programmed~~ ~~concerning~~ ~~to~~ ~~think~~ ~~in~~  
~~similar~~ ~~different~~ ~~ways~~ ~~about~~ ~~the~~ ~~same~~ ~~concerning~~  
~~thinking~~ ~~at~~ ~~to~~ ~~think~~ ~~on~~

Output ~~leads~~ ~~on~~ ~~off~~ ~~and~~ ~~to~~



Hello, World!

'morge!'

How to take a picture from camera

Change Font

Top left:

(fontSize, fontColor, font, fontStyle, fontType)  
(Font, F.F., 22, #FF, sans-serif) = Change

Top right:

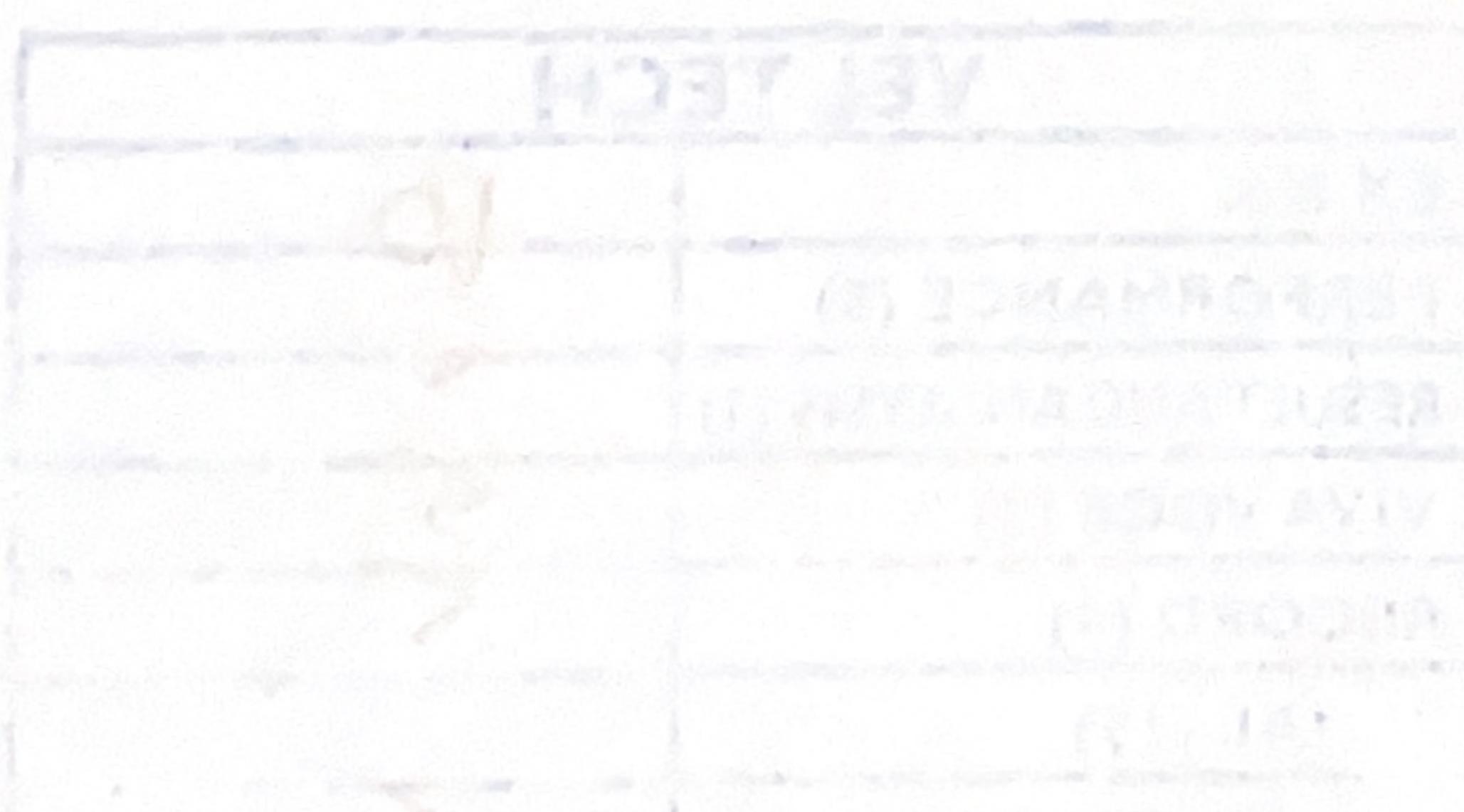
fontSizeAlg = sketch.getFont().size(H)

Top right:

(changed program to sketch.getFont().size(H))  
("Hed" - set, size(H)) break H

Top right:

Works H



didnt work after changing font size and ~~the~~ ~~the~~  
because 3 buttons at ~~the~~ ~~the~~ ~~the~~ ~~the~~ ~~the~~ ~~the~~  
button 3 buttons at ~~the~~ ~~the~~ ~~the~~ ~~the~~ ~~the~~ ~~the~~ ~~the~~

15/10/25

## Task 11-2

Aim:- To write a Python GUI 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. Create 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.Label(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 9:

Enter value 3:  will then

Submission of Headline

Outward - box

(Chaitin-Gödel-Shapiro)

(Signed with signature)

~~(User) pending W. E. C. (WMO)~~

July 11th 1850 ✓ 1851

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()

VELTECH	
EX No.	11
PERFORMANCE (5)	S
RESULT AND ANALYSIS (3)	S
VIVA VOCE (3)	S
RECORD (4)	S
TOTAL (15)	

Result:

Thus the program ~~is~~ using Thinter module

for UI design was executed & verified  
successfully.