29/10/2019 POO con Tkinter

```
In [8]:
from tkinter import *
In [25]:
# tkinter con clases (OOP)
class AppWindow():
    # master == root
    def __init__(self, master):
        frame = Frame(master)
        frame.pack()
        self.label = Label(frame, text="Status", font="Arial 10 bold")
        self.label.pack()
        self.printButton = Button(frame, text="Click")
        self.printButton.pack(side=LEFT)
        self.quitButton = Button(frame, text="Salir", command=master.destroy)
        self.quitButton.pack(side=LEFT)
        self.printButton.bind("<Button-1>", self.printIzquierda)
        self.printButton.bind("<Button-2>", self.printMedio)
        self.printButton.bind("<Button-3>", self.printDerecha)
    def printIzquierda(self, event):
        self.label.config(text="Izquierda", bg="red")
    def printMedio(self, event):
        self.label.config(text="Medio", bg="brown")
    def printDerecha(self, event):
        self.label.config(text="Derecha", bg="green")
root = Tk()
App = AppWindow(root)
root.mainloop()
```

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In [1]:
#calculadora simple

class SimpleCalc():

    def __init__(self, master):
        master.resizable(0, 0)
        master.title("Simple Calc")

        frame = Frame(master)
        frame.grid(row=0, column=0, padx=10, pady=20)

        frameBtn = Frame(master)
        frameBtn.grid(row=0, column=1, padx=5)
```

#intVar = IntVar()
#dblvar = DoubleVar()

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#strVar = StringVar()
    #boolVar = BooleanVar()
    self.num1 = DoubleVar(value=0.0)
                                      #self.num1.set(0.0)
    self.num2 = DoubleVar(value=0.0) #self.num2.set(0.0)
    # Asigno un valor a un variable var.set()
    # Se lee el valor de un variable: var.get()
    self.lblNum1 = Label(frame, text="Numero 1")
    self.lblNum2 = Label(frame, text="Numero 2")
    self.inpNum1 = Entry(frame, textvariable=self.num1)
    self.inpNum2 = Entry(frame, textvariable=self.num2)
    self.lblResult = Label(frame, text="Resultado :")
    self.btnSum = Button(frameBtn, text="+", width=2,
                         command=self.printSum)
    self.btnRes = Button(frameBtn, text="-", width=2,
                         command=self.printRes)
    self.btnMul = Button(frameBtn, text="x", width=2,
                         command=self.printMul)
    self.btnDiv = Button(frameBtn, text="/", width=2,
                         command=self.printDiv)
    self.lblNum1.grid(row=0, column=0)
    self.lblNum2.grid(row=1, column=0)
    self.inpNum1.grid(row=0, column=1)
    self.inpNum2.grid(row=1, column=1)
    self.lblResult.grid(row=2, column=0, columnspan=2, sticky=W)
    self.btnSum.grid(row=0, column=0, sticky=NW)
   self.btnRes.grid(row=0, column=1, sticky=NW)
    self.btnMul.grid(row=1, column=0, sticky=NW)
    self.btnDiv.grid(row=1, column=1, sticky=NW)
def printSum(self):
   try:
        self.lblResult.config(text="Resultado: {:.4f}".\
        format(self.num1.get() + self.num2.get()))
    except:
        pass
def printRes(self):
   try:
        self.lblResult.config(text="Resultado: {:.4f}".\
        format(self.num1.get() - self.num2.get()))
    except:
        pass
def printMul(self):
   try:
        self.lblResult.config(text="Resultado: {:.4f}".\
        format(self.num1.get() * self.num2.get()))
    except:
        pass
def printDiv(self):
   try:
        self.lblResult.config(text="Resultado: {:.4f}".\
        format(self.num1.get() / self.num2.get()))
    except:
        pass
```

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```
def main():
    root = Tk()
    App = SimpleCalc(root)
    root.mainloop()
# Guarda del archivo main
if __name__ == '__main__':
    main()
 NameError
                                Traceback (most recent call last)
 <ipython-input-1-476fa49df82f> in <module>
     83 # Guarda del archivo main
     84 if __name__ == '__main__':
  ---> 85 main()
 <ipython-input-1-476fa49df82f> in main()
     77
     78 def main():
  ---> 79 root = Tk()
    80 App = SimpleCalc(root)
     81 root.mainloop()
 NameError: name 'Tk' is not defined
 In [ ]:
```

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