



Vidyavardhini's College of Engineering & Technology

Department of Computer Engineering

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Experiment No. 7
Creating GUI with python containing widgets such as labels, textbox, radio, checkboxes and custom dialog boxes
Date of Performance:
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### Experiment No. 7

**Title:** Creating GUI with python containing widgets such as labels, textbox, radio, checkboxes and custom dialog boxes

**Aim:** To study and create GUI with python containing widgets such as labels, textbox, radio, checkboxes and custom dialog boxes

**Objective:** To introduce GUI, TKinter in python

#### Theory:

Python offers multiple options for developing GUI (Graphical User Interface). Out of all the GUI methods, tkinter is the most commonly used method. It is a standard Python interface to the Tk GUI toolkit shipped with Python. Python with tkinter is the fastest and easiest way to create the GUI applications. Creating a GUI using tkinter is an easy task.

To create a tkinter app:

Importing the module – tkinter

Create the main window (container)

Add any number of widgets to the main window

Apply the event Trigger on the widgets.

Importing tkinter is same as importing any other module in the Python code. Note that the name of the module in Python 2.x is 'Tkinter' and in Python 3.x it is 'tkinter'.

#### Program :

```
from tkinter import *
```

```
def clear_fields():
```

```
    entry_name.delete(0, END)
```

```
    entry_email.delete(0, END)
```

```
    entry_course.delete(0, END)
```



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```
entry_semester.delete(0, END)
```

```
entry_contact.delete(0, END)
```

```
base = Tk()
```

```
base.title("Registration Form")
```

```
base.geometry("400x250")
```

```
# Labels
```

```
label_name = Label(base, text="Name:")
```

```
label_email = Label(base, text="Email:")
```

```
label_course = Label(base, text="Course:")
```

```
label_semester = Label(base, text="Semester:")
```

```
label_contact = Label(base, text="Contact Number:")
```

```
# Entry fields
```

```
entry_name = Entry(base)
```

```
entry_email = Entry(base)
```

```
entry_course = Entry(base)
```

```
entry_semester = Entry(base)
```

```
entry_contact = Entry(base)
```

```
# Submit button
```

```
button_submit = Button(base, text="Submit")
```

```
# Clear button
```

```
button_clear = Button(base, text="Clear", command=clear_fields)
```



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# Grid placement

```
label_name.grid(row=0, column=0, padx=10, pady=5)
```

```
entry_name.grid(row=0, column=1, padx=10, pady=5)
```

```
label_email.grid(row=1, column=0, padx=10, pady=5)
```

```
entry_email.grid(row=1, column=1, padx=10, pady=5)
```

```
label_course.grid(row=2, column=0, padx=10, pady=5)
```

```
entry_course.grid(row=2, column=1, padx=10, pady=5)
```

```
label_semester.grid(row=3, column=0, padx=10, pady=5)
```

```
entry_semester.grid(row=3, column=1, padx=10, pady=5)
```

```
label_contact.grid(row=4, column=0, padx=10, pady=5)
```

```
entry_contact.grid(row=4, column=1, padx=10, pady=5)
```

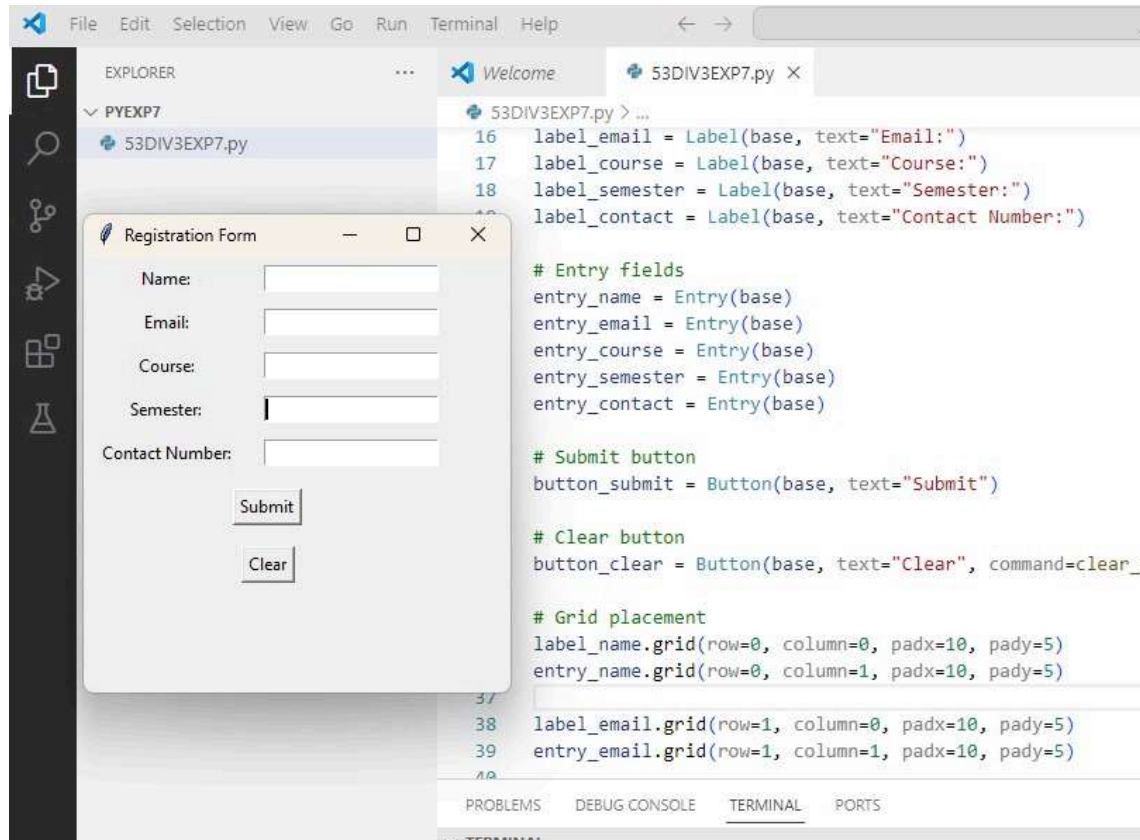
```
button_submit.grid(row=5, columnspan=2, padx=10, pady=10)
```

```
button_clear.grid(row=6, columnspan=2, padx=10, pady=5)
```

```
base.mainloop()
```



### Output :



### Conclusion:

the study and creation of GUI using Python and Tkinter have provided a solid foundation in understanding how to incorporate various widgets such as labels, textboxes, radio buttons, checkboxes, and custom dialog boxes into graphical user interfaces. This experiment has demonstrated the versatility and flexibility of Tkinter in building interactive applications, laying the groundwork for further exploration and development in GUI programming with Python.