from taipy.gui import Gui, notify

from PIL import Image

text = ''

page = """

# Eye disease \*type\*

Types: <|{text}|>

<|Normal|button|on\_action=on\_button\_action|>

<|Cataract|button|on\_action=on\_button\_action|>

<|Glaucoma|button|on\_action=on\_button\_action|>

<|Diabetes|button|on\_action=on\_button\_action|>

"""

# Dictionary to map category names to image paths

image\_paths = {

'Normal': "C:\\Users\\tanik\\Downloads\\\_9\_1244013.jpg",

'Cataract': "C:\\Users\\tanik\\Downloads\\\_5\_9005506.jpg",

'Glaucoma': "C:\\Users\\tanik\\Downloads\\\_8\_7059542.jpg",

'Diabetes': "C:\\Users\\tanik\\Downloads\\\_6\_4834075.jpg",

}

def on\_button\_action(state):

notify(state, 'info', f'The text is {state}')

# Get the image path based on the selected category

image\_path = image\_paths.get(state, "")

if image\_path:

# Open and display the image

img = Image.open(image\_path)

img.show()

def on\_change(state, var\_name, var\_value):

if var\_name == 'text' and var\_value == 'Reset':

state.text = ''

return

Gui(page).run()