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**Roll No.:78**

**Assignment No.: 14**

**Assignment Title: Develop programs to learn GUI programming using Tkinter.**

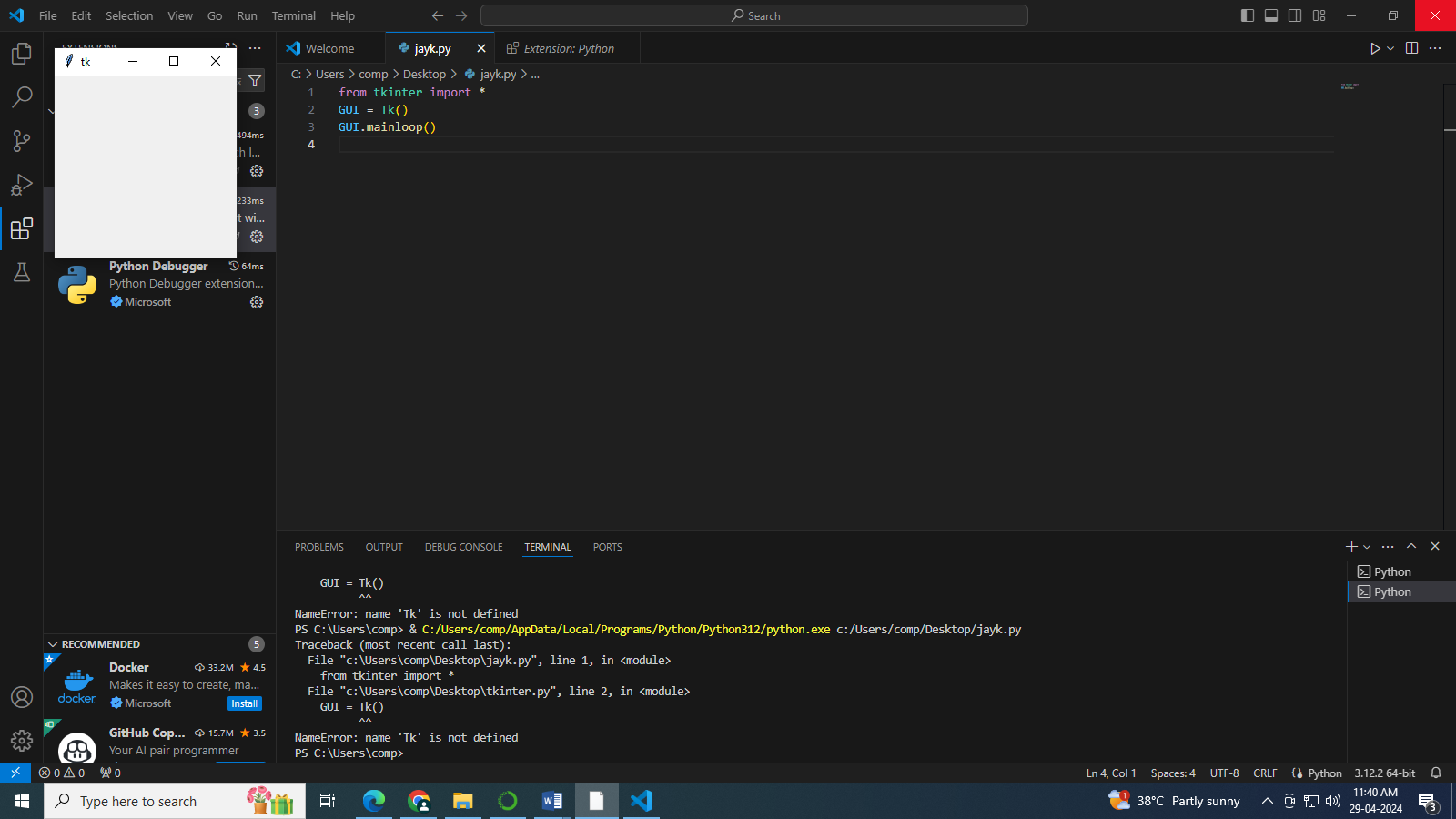
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Code:

**14.1. Create simple Application Window**

from tkinter import \*  
GUI = Tk()  
GUI.mainloop()

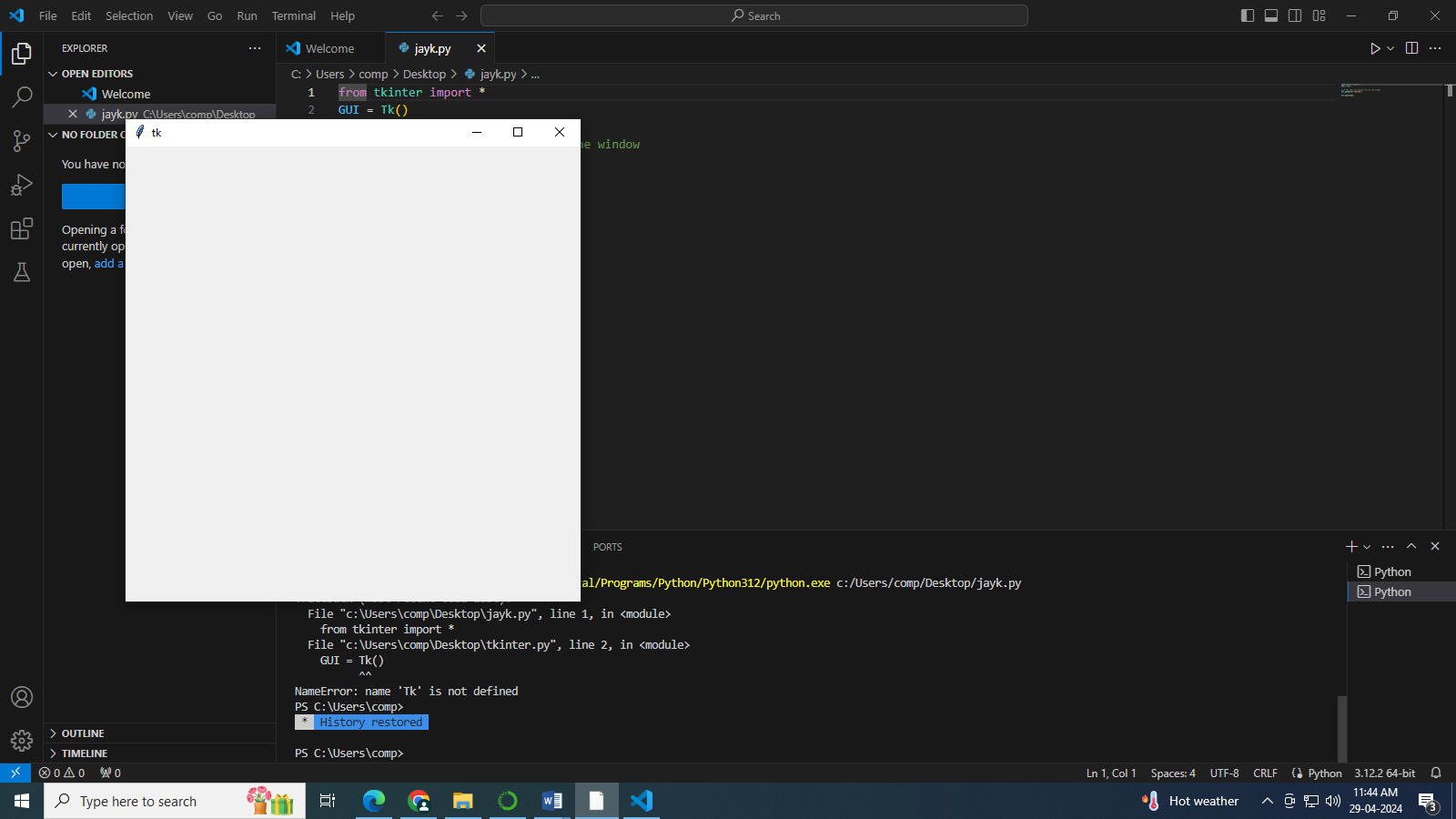
**Output:**

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**14.2. Application Window with size**

from tkinter import \*  
GUI = Tk()  
  
# If you want to provide size of the window  
GUI.geometry("500x500")  
  
GUI.mainloop()

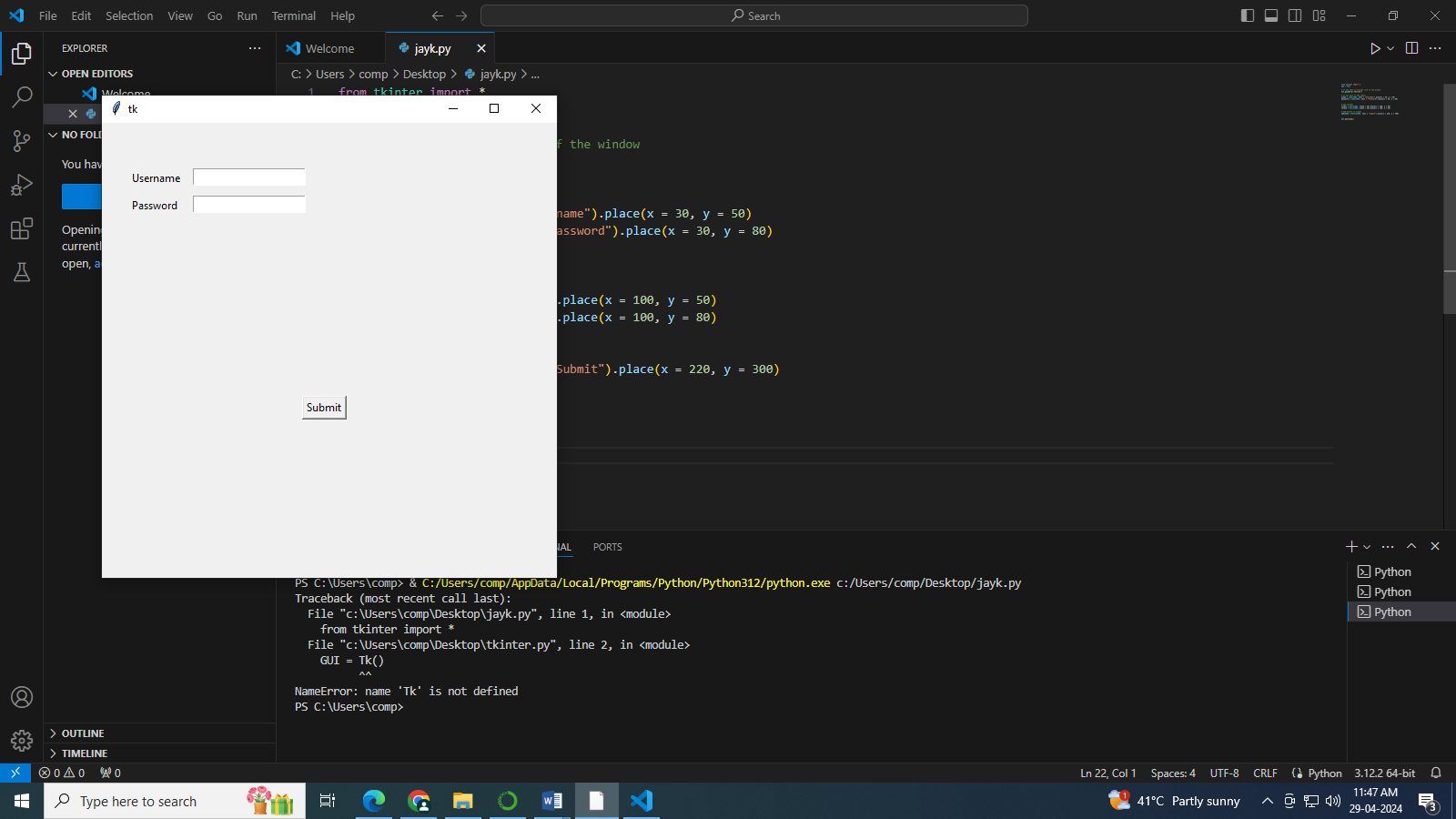
**Output:**

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**14.3. Application Window to get information from user**

from tkinter import \*  
GUI = Tk()  
  
# If you want to provide size of the window   
GUI.geometry("500x500")  
  
# If you want to add labels  
uname = Label(GUI, text = "Username").place(x = 30, y = 50)  
password = Label(GUI, text = "Password").place(x = 30, y = 80)  
  
  
# Add Textbox  
txtbx1 = Entry(GUI, width = 20).place(x = 100, y = 50)  
txtbx2 = Entry(GUI, width = 20).place(x = 100, y = 80)  
  
# Add Button on window  
sbmitbtn = Button(GUI, text = "Submit").place(x = 220, y = 300)  
  
  
GUI.mainloop()

**Output:**

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