Text editor code

from tkinter import \*

import tkinter.filedialog

class TextEditor:

# Quits the TkInter app when called

@staticmethod

def quit\_app(event=None):

root.quit()

def open\_file(self, event=None):

txt\_file = tkinter.filedialog.askopenfilename(parent=root,

initialdir='/Users/derekbanas/PycharmProjects')

if txt\_file:

self.text\_area.delete(1.0, END)

# Open file and put text in the text widget

with open(txt\_file) as \_file:

self.text\_area.insert(1.0, \_file.read())

# Update the text widget

root.update\_idletasks()

def save\_file(self, event=None):

# Opens the save as dialog box

file = tkinter.filedialog.asksaveasfile(mode='w')

if file != None:

# Get text in the text widget and delete the last newline

data = self.text\_area.get('1.0', END + '-1c')

# Write the text and close

file.write(data)

file.close()

def \_\_init\_\_(self, root):

self.text\_to\_write = ""

# Define title for the app

root.title("Text Editor")

# Defines the width and height of the window

root.geometry("600x550")

frame = Frame(root, width=600, height=550)

# Create the scrollbar

scrollbar = Scrollbar(frame)

# yscrollcommand connects the scroll bar to the text

# area

self.text\_area = Text(frame, width=600, height=550,

yscrollcommand=scrollbar.set,

padx=10, pady=10)

# Call yview when the scrollbar is moved

scrollbar.config(command=self.text\_area.yview)

# Put scroll bar on the right and fill in the Y direction

scrollbar.pack(side="right", fill="y")

# Pack on the left and fill available space

self.text\_area.pack(side="left", fill="both", expand=True)

frame.pack()

# Create the menu object

the\_menu = Menu(root)

# Create a pull down menu that can't be removed

file\_menu = Menu(the\_menu, tearoff=0)

# Add items to the menu that show when clicked

# compound allows you to add an image

file\_menu.add\_command(label="Open", command=self.open\_file)

file\_menu.add\_command(label="Save", command=self.save\_file)

# Add a horizontal bar to group similar commands

file\_menu.add\_separator()

# Call for the function to execute when clicked

file\_menu.add\_command(label="Quit", command=self.quit\_app)

# Add the pull down menu to the menu bar

the\_menu.add\_cascade(label="File", menu=file\_menu)

# Display the menu bar

root.config(menu=the\_menu)

root = Tk()

text\_editor = TextEditor(root)

root.mainloop()