

Task 11. Use Tkinter module for UI design

Aim:- To use Tkinter module for UI design.

Problem 11.1:- Write python GUI Program to create a label and change the label font style (font name, bold, size) using tkinter module.

Algorithm:-

1. Import tkinter module.
2. Create a main window.
3. Create a label with desired text.
4. Add the label to the main window using pack() method.
5. Define a function to change font style.
6. Create a button to call the function when clicked.
7. Add the button to the main window using pack() method.
8. Start the main loop.

Program:-

```
import tkinter as tk

# Function to change font style
def change_font():
    label.config(font=("Arial", 18, "bold"))

# Create main window
root = tk.TK()

# create label with desired text
label = tk.Label(root, text="Hello, world!", font=("Helvetica", 14))

# Add label to main window
label.pack()

# create button to change font style
button = tk.Button(root, text="change Font", command=change_font)

# Add button to main window
button.pack()

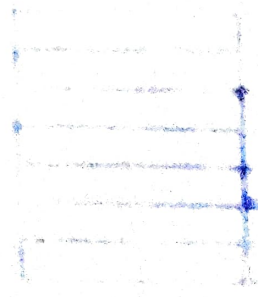
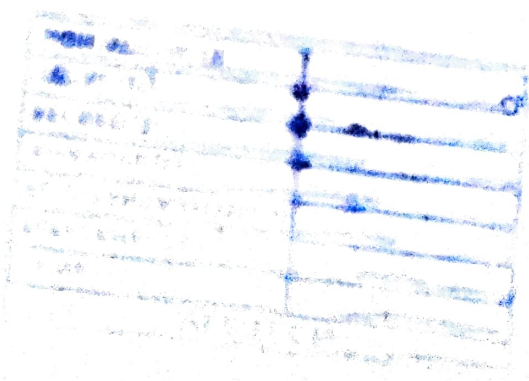
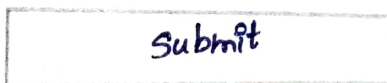
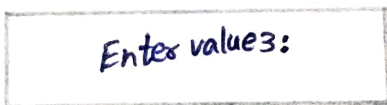
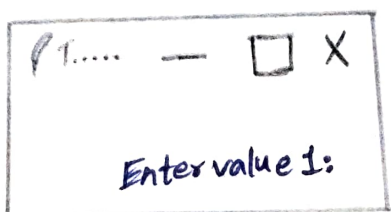
# start the main loop
root.mainloop()
```

Task 11.2:- Write a python GUI program to create three single line text-box to accept a value from the user using tkinter module.

Algorithm:-

1. Import the tkinter module.
2. Create the main window.
3. Add labels and text-boxes to the main window.
4. Set the size of the text-boxes.
5. Create a button to submit the values entered in the text-boxes.

Outputs:-



6. Get the values entered in the text-boxes when the button is clicked
7. Close the main window when the button is clicked.

Program:-

```
import tkinter as tk

# create the main window
root = tk.Tk()
root.title("Text-Box Input")

# create labels and text-boxes
label1 = tk.Label(root, text="Enter value 1:")
entry1 = tk.Entry(root)
label2 = tk.Label(root, text="Enter value 2:")
entry2 = tk.Entry(root)
label3 = tk.Label(root, text="Enter value 3:")
entry3 = tk.Entry(root)

# set the size of the text-boxes
entry1.config(width=30)
entry2.config(width=30)
entry3.config(width=30)

# create a function to get the values entered in the text-boxes
def get_values():
    val1 = entry1.get()
    val2 = entry2.get()
    val3 = entry3.get()
    print("value 1:", val1)
    print("value 2:", val2)
    print("value 3:", val3)

# create a button to submit the values entered in the text-boxes
submit_button = tk.Button(root, text="submit", command=get_values)

# Add the labels, text boxes, and button to the main window
label1.pack()
entry1.pack()
entry2.pack()
label2.pack()
entry3.pack()
label3.pack()
submit_button.pack()

# Run the main event loop
root.mainloop()
```

Result:-

Thus, the program using Tkinter executed and verified successfully.

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Ex No.	11
PERFORMANCE (5)	5
ANALYSIS AND ANALYSIS (5)	5
VIVA VOCE (5)	5
RECORD (5)	5
TOTAL (20)	20