dt: 8/10/25 Task 11 - Use Tkinter module for UI Design

Aim:-

To use Tkinter module for UI design

Problem 11.1 write a Python GUI program to create a label and change the label front 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 front style
button = tk.Button(root, text="change font", command=change_font)

# Add button to main window
button.pack()

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

Output:

Hello world!

Change font

Task 11.2

Aim: To 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
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:")
labelentry1 = 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)
```

Output

Enter value 1:

Enter value 2:

Enter value 3:

Submit

```
# 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()
label2.pack()
entry2.pack()
label3.pack()
entry3.pack()
Submit_button.pack()

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

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EX NO.	11
PERFORMANCE (5)	5
RESULT AND ANALYSIS (3)	5
VIVA VOCE (3)	5
RECORD (4)	
TOTAL (15)	
SIGN WITH DATE	15

Result:

Thus the program using Tkinter module for UI design was executed and verified successfully.