

Output:-

~~HELLO, WORLD!~~

Student Information

Name :

Roll No.

Department :

Email :

Steps

Task 11. Use Tkinter Module for UI design.

Aim:- To use Tkinter module for UI design

Problem 11.1

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 & 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", 16, "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  
button["command"] = command  
# Start the main loop  
root.mainloop()
```

31/02/23

Task 11.2.

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:")
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)

# Create a function to get the values entered in the text boxes
def get_values():
    val1 = entry1.get()
    val2 = entry2.get()
    val3 = entry3.get()
```

Output:-

Enter value 1:

Enter value 2:

Enter value 3:

Submit

```

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()

# 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 (5)	5
VIVA VOCE (5)	5
RECORD (5)	5
TOTAL (20)	15
SIGN WITH DATE	

Result:- Thus the program using Tkinter module for OS design
 was executed and verified successfully
 16/10/25