Experiment No. 4

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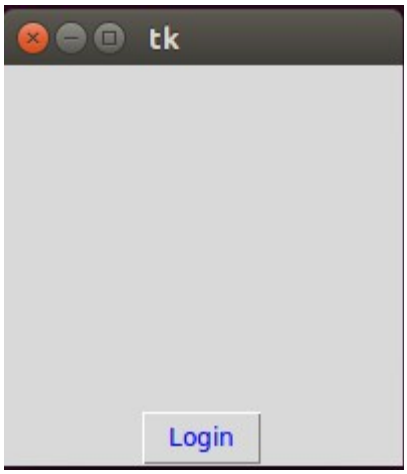
Batch : S2
Subject : OSTL

Code ::

1)

```
from tkinter import*
top = Tk()
top.geometry("200x200")
mybutton = Button(top, text = "Login", fg = "blue")
mybutton.pack(side=BOTTOM)
top.mainloop()
```

Output ::



2)

```
from tkinter import*
top = Tk()
top.geometry("300x200")
redbutton = Button(top, text = "Red", fg = "red")
greenbutton = Button(top, text = "Green", fg = "green")
```

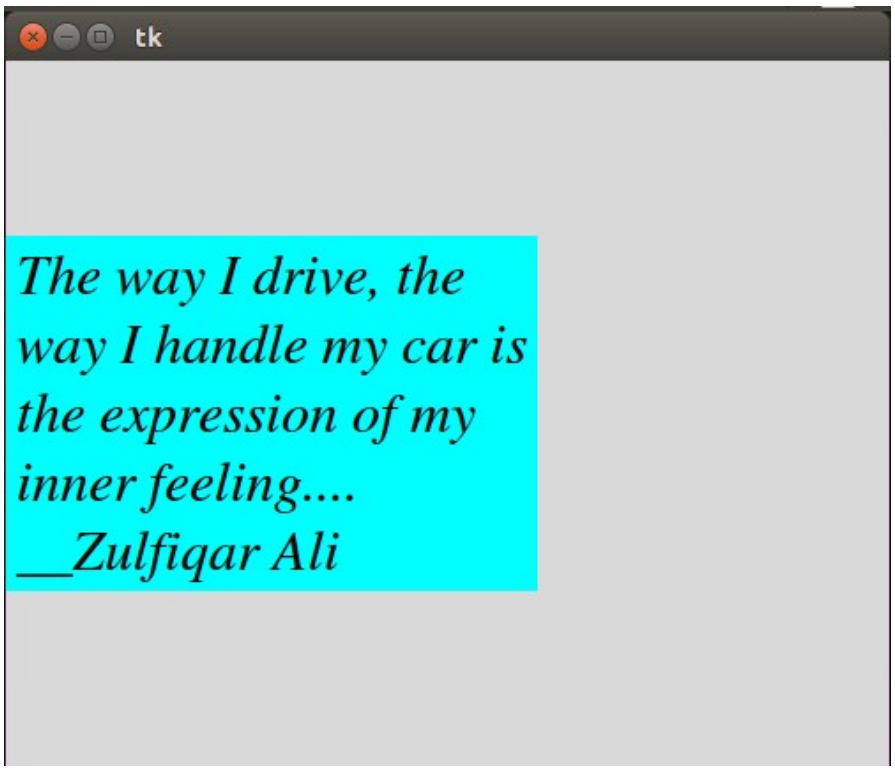
```
bluebutton = Button(top, text = "Blue", fg = "blue")
yellowbutton = Button(top, text = "Yellow", fg = "yellow")
redbutton.pack(side = TOP)
greenbutton.pack(side = BOTTOM)
bluebutton.pack(side = LEFT)
yellowbutton.pack(side = RIGHT)
top.mainloop()
```

Output ::

3)

```
from tkinter import*
top = Tk()
top.geometry("500x400")
My_message = "The way I drive, the way I handle my car is the expression
of my inner feeling....\n__Zulfiqar Ali"
msg = Message(top, text = My_message)
msg.config(bg='aqua', font=('times',24,'italic'))
msg.pack(side = LEFT)
top.mainloop()
```

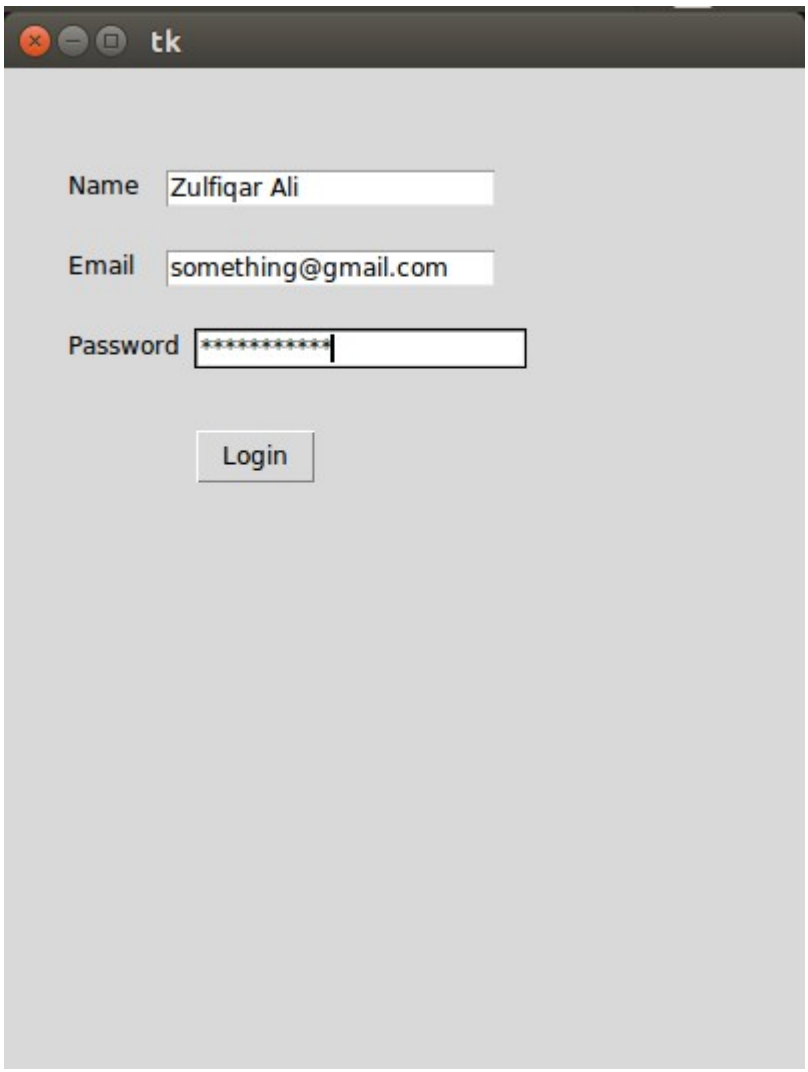
Output ::



5)

```
from tkinter import*
top = Tk()
top.geometry("400x500")
name = Label(top, text = "Name").place(x = 30, y = 50)
email = Label(top, text = "Email").place(x = 30, y = 90)
name = Label(top, text = "Password").place(x = 30, y = 130)
e1 = Entry(top).place(x = 80, y = 50)
e2 = Entry(top).place(x = 80, y = 90)
e3 = Entry(top).place(x = 95, y = 130)
b1 = Button(top, text = "Login").place(x = 95, y = 180)
top.mainloop()
```

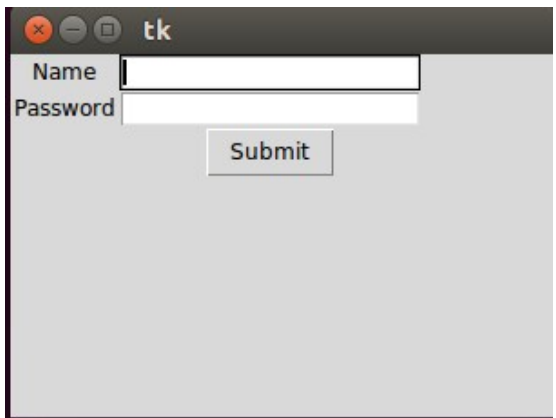
Output ::



6)

```
from tkinter import*
top = Tk()
top.geometry("300x200")
name = Label(top, text = "Name").grid(row = 0, column = 0)
e1 = Entry(top).grid(row = 0, column = 1)
password = Label(top, text = "Password").grid(row = 1, column = 0)
e2 = Entry(top).grid(row = 1, column = 1)
submit = Button(top, text = "Submit").grid(row = 4, column = 1)
top.mainloop()
```

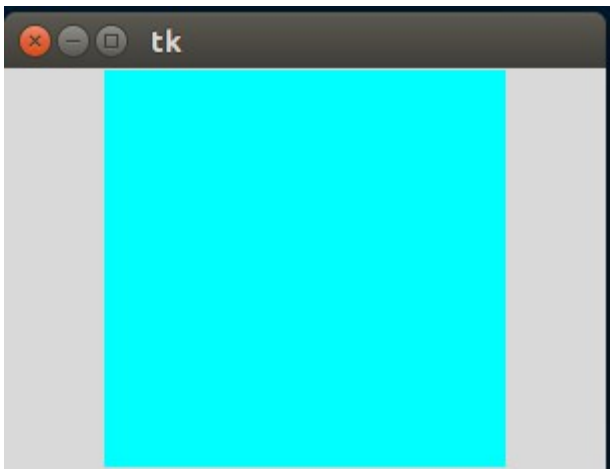
Output ::



7)

```
from tkinter import*
top = Tk()
top.geometry("300x200")
c = Canvas(top, bg = "aqua", height = "200", width = "200")
c.pack()
top.mainloop()
```

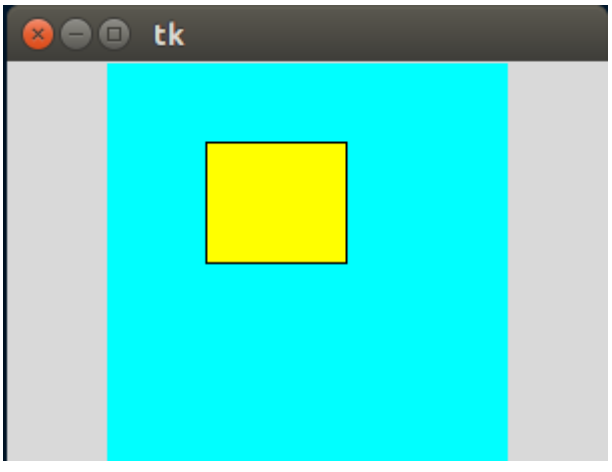
Output ::



8)

```
from tkinter import*
top = Tk()
top.geometry("300x200")
c = Canvas(top, bg = "aqua", height = "200", width = "200")
rect = c.create_rectangle(50,40,120,100, outline = "black",fill= "yellow")
c.pack()
top.mainloop()
```

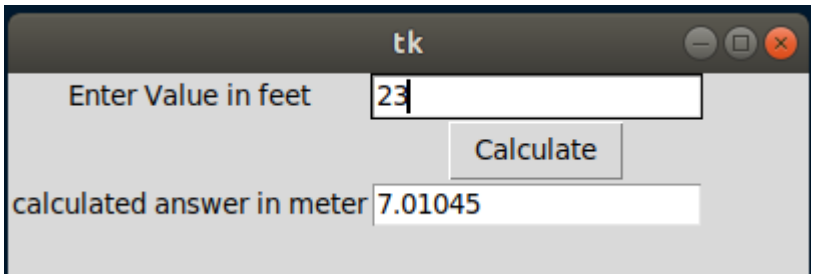
Output ::



9)

```
from tkinter import*
top = Tk()
top.geometry("400x100")
label = Label(top, text = "Enter Value in feet").grid(row=0)
e1= Entry(top)
e1.grid(row=0,column=1)
def calculate():
        try:
                value = float(e1.get())
                c.set(((0.3048*value*10000.0+0.5)/10000.0))
        except ValueError:
                pass
c = IntVar()
Button(top,text="Calculate",command=calculate).grid(row=3,column=1)
Label(top,text="calculated answer in meter").grid(row=4)
feet_entry = Entry(top, width=20,textvariable=c)
feet_entry.grid(row=4,column=1)
e1.focus()
top.bind("return", calculate)
top.mainloop()
```

Output ::



10)

```
from tkinter import *
class MyGui:
    def __init__(self):
        self.window = Tk()
        self.window.title("Currency Converter")
        self.window.geometry('500x250')
        self.i = IntVar()
```

```
        self.e = IntVar()
        self.a = IntVar()
        self.s = IntVar()
        self.g = IntVar()
        self.label = Label(self.window, text="Enter currency in
Dollars $  ", font=('Arial', 14)).grid(row=1)
        self.e1 = Entry(self.window, font=('Arial', 15))
        self.e1.grid(row=1, column=1)
        self.e1.focus()
        self.bt = Button(self.window, text="Convert", bg='black',
fg="white",
                         command=lambda: [self.calculate_inr(),
self.calculate_aed(), self.calculate_eur(),
                                          self.calculate_gbp(),
self.calculate_sar()], font=('Arial', 12)).grid(row=2,

column=1)
        # INR
        self.label2 = Label(self.window, text="Currency in Rupees
(INR)  ", font=('Arial', 14, 'italic')).grid(row=3)
        self.e2 = Entry(self.window, textvariable=self.i,
font=('Arial', 15, 'italic')).grid(row=3, column=1)
        # EUR
        self.label3 = Label(self.window, text="Currency in Euro
(EUR)  ", font=('Arial', 14, 'italic')).grid(row=4)
        self.e3 = Entry(self.window, textvariable=self.e,
font=('Arial', 15, 'italic')).grid(row=4, column=1)
        # AED
        self.label4 = Label(self.window, text="Currency in Diram
(AED)  ", font=('Arial', 14, 'italic')).grid(row=5)
        self.e4 = Entry(self.window, textvariable=self.a,
font=('Arial', 15, 'italic')).grid(row=5, column=1)
        # SAR
        self.label5 = Label(self.window, text="Currency in Riyal
(SAR)  ", font=('Arial', 14, 'italic')).grid(row=6)
        self.e5 = Entry(self.window, textvariable=self.s,
font=('Arial', 15, 'italic')).grid(row=6, column=1)
        # GBP
        self.label6 = Label(self.window, text="Currency in Pounds
(GBP)  ", font=('Arial', 14, 'italic')).grid(row=7)
        self.e6 = Entry(self.window, textvariable=self.g,
font=('Arial', 15, 'italic')).grid(row=7, column=1)
        mainloop()
    def calculate_inr(self):
        self.i.set(round(float(self.e1.get()) * 71.53, 2))
    def calculate_eur(self):
        self.e.set(round(float(self.e1.get()) * 0.92, 2))
    def calculate_aed(self):
        self.a.set(round(float(self.e1.get()) * 3.67, 2))
    def calculate_sar(self):
        self.s.set(round(float(self.e1.get()) * 3.75, 2))
    def calculate_gbp(self):
        self.g.set(round(float(self.e1.get()) * 0.77, 2))
```

```
my_gui = MyGui()
```

Output ::