



GUIS with tkinter



INTRODUCTION



- Tkinter is the standard GUI library for Python.
- Python when combined with Tkinter provides a fast and easy way to create GUI applications.
- Tkinter provides a powerful object-oriented interface to the Tk GUI toolkit.
- Alternatives:
 - 1. wxPython This is an open-source Python interface for wxWindows
 - 2. JPython JPython is a Python port for Java which gives Python scripts seamless access to Java class libraries on the local machine

Creating a GUI application using Tkinter

- 1. Import the *Tkinter* module.
- 2. Create the GUI application main window.
- 3. Add one or more of the above-mentioned widgets to the GUI application.
- 4. Enter the main event loop to take action against each event triggered by the user.

Tkinter Widgets

- Tkinter provides various controls, such as buttons, labels and text boxes used in a GUI application. These controls are commonly called widgets.
- There are currently 15 types of widgets in Tkinter.

Operator & Description

ButtonThe Button widget is used to display buttons in your application.

<u>Canvas</u>The Canvas widget is used to draw shapes, such as lines, ovals, polygons and rectangles, in your application.

<u>Checkbutton</u>The Checkbutton widget is used to display a number of options as checkboxes. The user can select multiple options at a time.

EntryThe Entry widget is used to display a single-line text field for accepting values from a user.

Frame The Frame widget is used as a container widget to organize other widgets.

<u>Label</u>The Label widget is used to provide a single-line caption for other widgets. It can also contain images.

<u>Listbox</u>The Listbox widget is used to provide a list of options to a user.

Menubutton The Menubutton widget is used to display menus in your application.

MenuThe Menu widget is used to provide various commands to a user. These commands are contained inside Menubutton.

Message The Message widget is used to display multiline text fields for accepting values from a user.

Radiobutton The Radiobutton widget is used to display a number of options as radio buttons. The user can select only one option at a time.

ScaleThe Scale widget is used to provide a slider widget.

<u>Scrollbar</u>The Scrollbar widget is used to add scrolling capability to various widgets, such as list boxes.

TextThe Text widget is used to display text in multiple lines.

Toplevel The Toplevel widget is used to provide a separate window container.

Spinbox The Spinbox widget is a variant of the standard Tkinter Entry widget, which can be used to select from a fixed number of values.

<u>PanedWindow</u>A PanedWindow is a container widget that may contain any number of panes, arranged horizontally or vertically.

<u>LabelFrame</u>A labelframe is a simple container widget. Its primary purpose is to act as a spacer or container for complex window layouts.

tkMessageBoxThis module is used to display message boxes in your applications.

Label

- Used to display text or an image. The label is a widget that the user just views but not interact with.
- Labels can contain text and images

gray64

gray65

gray66

gray67

gray69

gray71

Tkinter supported fonts

```
from tkinter import Tk,
font root = Tk()
font.families()
```

Layout Managers / Geometry Manager

- Tkinter possess three layout managers:
 - 1. pack
 - 2. grid
 - 3. Place
- The three layout managers pack, grid, and place should never be mixed in the same master window! Geometry managers serve various functions. They:
 - 1. arrange widgets on the screen
 - 2. register widgets with the underlying windowing system
 - 3. manage the display of widgets on the screen