



## ⇒ Taking Input from User via Text Input field:

### Steps:-

- (i) Importing the textinput function from Kivy.vix package.
- (ii) Declaring the Text Input function into our class body and section it.

### Program..

```
from kivy.app import App
from kivy.uix.button import Button
from kivy.uix.textinput import TextInput
from kivy.uix.boxlayout import BoxLayout
```

```
class MainApp(App):
```

```
    def build(self):
```

```
        layout = BoxLayout()
```

```
        self.fname = TextInput(text='Enter first name')
```

```
        self.lname = TextInput(text='Enter Last Name')
```

```
        submit = Button(text='Submit', on_press=self.submit)
```

```
        layout.add_widget(self.fname)
```



```
layout.add_widget(self.lname)  
layout.add_widget(submit)  
return layout
```

```
def submit(self, obj):  
    print("Your first name is" + self.lname)  
    print("Your last name is" + self.lname)
```

```
MainApp().run()
```