**DAILY ASSESSMENT FORMAT**

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| **Date:** | **30 may 2020** | **Name:** | **Shreya poojary** |
| **Course:** | **Python** | **USN:** | **4al16ec074** |
| **Topic:** | **udemy** | **Semester & Section:** | **8-B** |
| **Github Repository:** | **Shreya-test** |  |  |

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| **Report:**   * **MULTI WIDGET GUI:**   Python offers multiple options for developing GUI (Graphical User Interface). Out of all the GUI methods, tkinter is the most commonly used method. It is a standard Python interface to the Tk GUI toolkit shipped with Python. Python with tkinter is the fastest and easiest way to create the GUI applications. Creating a GUI using tkinter is an easy task.  To create a tkinter app:  1. Importing the module – tkinter  2. Create the main window (container)  3. Add any number of widgets to the main window  4. Apply the event Trigger on the widgets.  Importing tkinter is same as importing any other module in the Python code. Note that the name of the module in Python 2.x is ‘Tkinter’ and in Python 3.x it is ‘tkinter’.  import tkinter  There are two main methods used which the user needs to remember while creating the  Python application with GUI.   * Tk(screenName=None,   baseName=None,  className=’Tk’, useTk=1):  To create a main window, tkinter offers a method  ‘Tk(screenName=None,  baseName=None,  className=’Tk’, useTk=1)’.  To change the name of the window, you can change the className to the desired one. The basic code used to create the main window of the application is:  m=tkinter.Tk() where m is the name of the main window object   * There is a method known by the name mainloop() is used when your application is ready to run. mainloop() is an infinite loop used to run the application, wait for an event to occur and process the event as long as the window is not closed.   m.mainloop()   * From tkinter import \* * # Create an empty Tkinter window * Window = Tk () * Def from\_kg (): * # Get user value from input box and multiply by 1000 to get kilograms * Gram = float( e2\_value.get())\*1000 * # Get user value from input box and multiply by 2.20462 to get pounds * Pound =float(e2\_value.get())\*2.20462 * # Get user value from input box and multiply by 35.274 to get ounces * ounce =float(e2\_value.get())\*35.274     Empty the Text boxes if they had text from the previous use and fill them again    t1.delete("1.0",END)  # Deletes the content of the Text box from start to END  t1.insert(END, gram)  # Fill in the text box with the value of gram variable  t2.delete("1.0",END)  t2.insert(END, pound)  t3.delete("1.0",END)  t3.insert(END, ounce)  # Create a Label widget with "Kg" as label  e1=Label(window, text="Kg")  e1.grid(row=0,column=0)  # The Label is placed in position 0, 0 in the window  e2\_value=StringVar()  # Create a special StringVar object  e2=Entry (window, Textvariable =e2\_value)  # Create an Entry box for users to enter the value  e2.grid(row=0,column=1  # Create a button widget  # The from\_kg() function is called when the button is pushed  b1 = Button(window, text= "Convert", command=from\_kg)  b1.grid(Row = 0,Column = 2  # Create three empty text boxes, t1, t2, and t3  t1=Text (window, height=1,width=20)  t1.grid(row=1,column=0)  t2 =Text(window, height=1,width=20)  t2.grid(row=1,column=1)  t3 =Text( Window, height=1,Width = 20)  t3.grid(row=1,column=2)  # This makes sure to keep the main window open  window.Mainloop ()  **Querying data from a MySQL database:**    1.word = input("Enter a word in English and press Enter: ")  2.con = mysql.connector.connect(  3.user="poovi10\_student",  4. password = "poovi700\_student",  5.host="108.167.140.122",  6.database = "ardit700\_pm1database"  7.)  8.cursor = con.cursor()  9.query = cursor.execute("SELECT \* FROM Dictionary WHERE Expression =  '%s'" % word)  10.zesults = cursor.fetchall()  11.if results:  12. for result in results:  13. print(result[1])  14.else:  15. print("We couldn't find any results about that.") |

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