For this assignment, I wanted to make the Loan App program we’ve been working on since the beginning of class and make it into a GUI program. It seemed like a simple enough process after reading Chapter 8, but it was more frustrating than expected. Most of my issues were due to errors such as mis-capitalization with variable and widget names, and missing parenthesis. I finally got the program up and running smoothly, but I wanted to make sure I accounted for any entry errors (entering letters, or pressing the button when the entry widget was empty). This also proved to be a difficult process. I knew from the previous assignment how to use Try/Except, but it wasn’t working with the original code I copied in.

The IDLE kept giving errors as if something other than a string was being retrieved from the entFICO.get command. I could force the variable into a string and the errors would get caught how I wanted, but I needed integers for the FICO/interest rate calculations. Something unexpected was happening with eval(conOFentFICO.get()) that I still don’t quite understand at this point, but I moved it into its own Try/Except block and finally, the program started working as I intended.

My final experiment was to make the program usable without a mouse. I learned how to set the focus on loading to the entry widget, so the user can begin to type as soon as it opens up. However, I never could get the enter key to “press” the button for processing of the FICO score.