1

#!/usr/bin/python

#the 3 lines below import the pygtk and gtk library. the second line

# verifies that we are using 2.0 or above versions of pygtk.

import pygtk

pygtk.require('2.0')

import gtk

# the line below cretes an object of type Window. gtk.WINDOW\_TOPLEVEL means

# it is a normal window that we see.

w = gtk.Window(gtk.WINDOW\_TOPLEVEL)

# this tells the window to show itself. The window does not display itself right now.

# this happens when the gtk.main() function tries to draw everything that has called

# to show itself.

w.show()

# note: the one below is a normal method call. gtk is a module and main() is

# just a function in that module. This function does a lot of work - like setting

# colour of frame, default size of frame, show close-minimize-maximize buttons,

# etc.

gtk.main()

2

#!/usr/bin/env python

import pygtk

pygtk.require('2.0')

import gtk

w = gtk.Window(gtk.WINDOW\_TOPLEVEL)

w.show()

#observe: All class names are in "Title case".

#Line below: b becomes an object of type Button with the text

# Hello PPL on in.

b = gtk.Button("Hello PPL")

# this adds the button to the window. Try commenting the line below.

w.add(b)

#the button should also show itself. Try commenting the line below and see the result.

b.show()

gtk.main()

3

#!/usr/bin/env python

import pygtk

pygtk.require('2.0')

import gtk

w = gtk.Window(gtk.WINDOW\_TOPLEVEL)

w.show()

#observe: All class names are in "Title case".

#Line below: b becomes an object of type Button with the text

# Hello PPL on in.

b = gtk.Button("Hello PPL")

# this adds the button to the window. Try commenting the line below.

w.add(b)

#the button should also show itself. Try commenting the line below and see the result.

b.show()

#Now we'll set some "event handlers"

def hello(widget):

print "hello there!"

#in the above, observe what is printed for p. Note that it is the object (self) getting passed.

b.connect("clicked", hello) # "clicked" has been pre-defined by gtk to mean left-mouse click.

gtk.main()

# Now try clicking on the button "Hello PPL"

4

#!/usr/bin/env python

import pygtk

pygtk.require('2.0')

import gtk

w = gtk.Window(gtk.WINDOW\_TOPLEVEL)

#observe: All class names are in "Title case".

#Line below: b becomes an object of type Button with the text

# Hello PPL on in.

b = gtk.Button("Hello PPL")

# this adds the button to the window. Try commenting the line below.

#Now we'll set some "event handlers"

def hello(widget, data=None):

print "hello there!",widget,data

#in the above, observe what is printed for p. Note that it is the object (self) getting passed.

b.connect\_object("clicked", hello, None) # "clicked" has been pre-defined by gtk to mean left-mouse click.

def delete\_event(widget, data=None):

print "Delete event has occured"

return False

def destroy(widget, data=None):

print "Destroy event has occured"

gtk.main\_quit()

w.connect\_object("delete\_event",delete\_event, None)

w.connect\_object("destroy",destroy, None)

w.add(b)

w.show()

b.show()

gtk.main()

5

#!/usr/bin/env python

import pygtk

pygtk.require('2.0')

import gtk

w = gtk.Window(gtk.WINDOW\_TOPLEVEL)

w.set\_size\_request(200, 200)

w.set\_title("Menu Demo Winodw")

w.connect("delete\_event", gtk.main\_quit)

def menu\_clicked(widget, string):

print string, "MenuItem was clikced"

m = gtk.Menu()

openi = gtk.MenuItem("Open")

m.append(openi)

openi.connect("activate", menu\_clicked, "Open")

openi.show()

savei = gtk.MenuItem("Save")

m.append(savei)

savei.connect("activate", menu\_clicked, "Save")

savei.show()

closei = gtk.MenuItem("Close")

m.append(closei)

closei.connect("activate", menu\_clicked, "Close")

closei.show()

root\_menu = gtk.MenuItem("File")

root\_menu.show()

root\_menu.set\_submenu(m)

vbox = gtk.VBox(False, 0)

vbox.show()

w.add(vbox)

menu\_bar = gtk.MenuBar()

vbox.pack\_start(menu\_bar, False, False, 2)

menu\_bar.show()

menu\_bar.append(root\_menu)

w.show()

gtk.main()