1 TABLE OF CONTENTS

PYTHON WITH TKINTER (GUI)

Tkinter

TKinter Module

2 INTRODUCTION:

It is used for GUI Application in python

3 TO DISPLAY THE MESSAGE AND ALERT IN TKINTER APPLICATION.

3.1 EG.

```
# importing messagebox class

from tkinter.messagebox import *


# Showing various messaes


print(askokcancel("askokcancel", "Ok or Cancel"))


print(askquestion("askquestion", "Question?"))


print(askretrycancel("askretrycancel", "Retry or Cancel"))


print(askyesno("askyesno", "Yes or No"))
```

print(askyesnocancel("askyesnocancel", "Yes or No or Cancel"))

print(showerror("showerror", "Error"))

print(showinfo("showinfo", "Information"))

print(showwarning("showwarning", "Warning"))

print statement is used so that we can

print the returned value by the function

4 ASKOKCANCEL() :

This function used for popup with ok and Cancel

Syntax:

 askokcancel("Title of The Popup", "Message of the Popup")

ex.

print(askokcancel("askokcancel", "Ok or Cancel"))

5 BASIC OF THE TKINTER:

How to import the TKinter Module:

Import Tkinter

6 CREATE A FRAME:

from tkinter import *   # import all the module form tkinter package.

root=Tk() # Create the object of Tk() class which is used to create the Frame

mainloop()

7 RESIZE THE FRAME WITH BUTTON:

importing only those functions which

are needed

from tkinter import Tk, mainloop, TOP

from tkinter.ttk import Button

root=Tk() # Create the object of Tk() class which is used to create the Frame

creating fixed geometry of the

tkinter window with dimensions 200x450 where 200 px width and 450 height fo the Frame

root.geometry('200x450')

button = Button(root, text = 'Submit')   # To create the Submit Button

button.pack(side = TOP, pady = 5)

mainloop() # It should requred for appear the frame

8 CREATE A FRAME WITH LABEL AND ENTRY:

Note: Label and Entry are Class so these are start with capital Latter

Label is used to appear the text such as given below

8.1 LABEL:
Label(rootElement, text="Message for Label")

Ex.

L1=Label(root,text="Enter the first number")

Where the root is the container such as frame that one create like below:

root=Tk()

L1.pack()   # to Add with frame

8.2 ENTRY():

Syntax:

E1=Entry(container/RootElement)

Eg.

E1=Entry(root)

Complete:

```
# importing only those functions which

# are needed

from tkinter import Tk, mainloop, TOP

from tkinter.ttk import Button,Label,Entry


# Or we can import the all Module of tkinter package for GUI application which

# are given below


#from tkinter import *


root=Tk()  # Create the object of Tk() class which is used to create the Frame


# creating fixed geometry of the

# tkinter window with dimensions 200x450  where 200 px width and 450 height fo the Frame


root.geometry('200x450')


l1=Label(root,text="Enter the First Number")
```

e1=Entry(root)

l1.pack()

e1.pack()

button = Button(root, text = 'Submit')   # To create the Submit Button

button.pack(side = TOP, pady = 5)

mainloop() # It should requred for appear the frame

9 LINKING FUNCTION WITH BUTTON USING THE EXAMPLE OF THE ADDITION OF TWO NUMBER:

Linking a function with Button:

Syntax:

Obj=Button(container/root, text='ButtonName', command=functionName)

Eg.

button = Button(root, text = 'Addition',command=add)   # To create the Addition Button

```
# importing only those functions which

# are needed

from tkinter import Tk, mainloop, TOP

from tkinter.ttk import Button,Label,Entry

# importing messagebox class
```

```
from tkinter.messagebox import *


# Or we can import the all Module of tkinter package for GUI application which

# are given below


#from tkinter import *


root=Tk()  # Create the object of Tk() class which is used to create the Frame


# creating fixed geometry of the

# tkinter window with dimensions 200x450  where 200 px width and 450 height fo the Frame


root.geometry('200x450')

l1=Label(root,text="Enter the First Number")

l2=Label(root,text="Enter the Second Number")

e1=Entry(root)

e2=Entry(root)

l1.pack()

e1.pack()

l2.pack()

e2.pack()
```

########################### Create a function for Add Button ###########

```
def add():

    #global e1,e2

    n1=int(e1.get())

    n2=int(e2.get())

    res=n1+n2

    print(showinfo("Result", "Addition of two number "+str(res)))
```

######################### Ending of the function for Add button ##########

```
button = Button(root, text = 'Addition',command=add)   # To create the
Addition Button

#and attach the function with Button using command Attirbute

button.pack(side = TOP, pady = 5)


mainloop() # It should requred for appear the frame
```

10 ELEMENT ARRANGEMENT WITH PACK CONTAINER:

```
l1.pack(ipadx=250)

e1.pack()

l2.pack(ipadx=250)

button.pack(side = TOP, pady = 5)
```

Note: ipadx place the element with respect to x axis and also can increase the size of the entry element

Complete Example

```
# importing only those functions which

# are needed

from tkinter import Tk, mainloop, TOP

from tkinter.ttk import Button,Label,Entry

# importing messagebox class

from tkinter.messagebox import *


# Or we can import the all Module of tkinter package for GUI application which

# are given below


#from tkinter import *


root=Tk()  # Create the object of Tk() class which is used to create the Frame


# creating fixed geometry of the

# tkinter window with dimensions 200x450  where 200 px width and 450 height fo the Frame


root.geometry('600x500')


l1=Label(root,text="Enter the First Number")

l2=Label(root,text="Enter the Second Number")
```

```
e1=Entry(root)

e2=Entry(root)

l1.pack(ipadx=250)

e1.pack()

l2.pack(ipadx=250)

e2.pack()

######################### Create a  function for Add Button
###########

def add():

    #global e1,e2

    n1=int(e1.get())

    n2=int(e2.get())

    res=n1+n2

    print(showinfo("Result", "Addition of two number "+str(res)))


####################### Ending of the function for Add button
#########

button = Button(root, text = 'Add',command=add)   # To create the
Submit Button

#and attach the function with Button using command Attirbute

button.pack(side = TOP, pady = 40)


mainloop() # It should requred for appear the frame
```

11 SCORLLBAR WITH TEXT:

Note: If we are using Grid then we can't used the Pack we have to used any one of them, Both are used to arrange the element.

Eg.

```
from tkinter import *

root = Tk()

text = Text(root)

text.grid()

scrl = Scrollbar(root, command=text.yview)

text.config(yscrollcommand=scrl.set)

scrl.grid(row=0, column=1,sticky='ns')

root.mainloop()
```

12 DAILY EXPENSES WITH FILE HANDLING:

```
from tkinter import *

#daily expense tikenter

m=Tk()


Label(m,text="name of product").grid(row=0)

Label(m,text="amount of ").grid(row=1)

Label(m,text="description of product").grid(row=2)

e1=Entry(m)

e2=Entry(m)

e3=Entry(m)
```

```python
e1.grid(row=0,column=1)

e2.grid(row=1,column=1)

e3.grid(row=2,column=1)

def add():

    global e1,e2,e3


    file=open("daily_expense.txt","a")

    file.write(e1.get())

    file.write("\n")

    file.write(e2.get())

    file.write("\n")

    file.write(e3.get())

    file.write("\n")


    e1.delete(0,END)

    e2.delete(0,END)

    e3.delete(0,END)

    e1.focus()


    file.close()

def display():

    file=open("daily_expense.txt","r")


    Label(m,text=file.read()).grid(row=5,column=0)
```

```
    #text=Text(file.read())

    #text.grid(row=5,column=0)

    file.close()


b1=Button(m,text="display",command=display).grid(row=4,column=0)

b=Button(m,text="add",command=add).grid(row=4,column=1)

##scroll bar

scrollbar = Scrollbar(m)

scrollbar.grid(row=5,column=1,sticky='ns')

display.config(yscrollcommand=scrollbar.set)

scrollbar.config(command=display.yview)

display.create_rectangle((200,300,300,600))


#Sb=Scale(m,orient=VERTICAL,from_=0,to=100,sliderlenght=1200,command=display)

#sb.grid(row=0,column=1,sticky='ns')

#frame2 = Frame(m)

#frame2.grid(row=3, column=0, sticky=tk.NW)


mainloop()
```