Python assignment

GUI

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CSE 2nd year 3rd sem

Roll – 50

Create a GUI application of your choice. It should have all objects discussed.

Ans:

```python
# -*- coding: utf-8 -*-
"""

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"""


import tkinter as tk
from tkinter import ttk
from tkinter import *
from tkinter import messagebox
# Creating tkinter window
window = tk.Tk()
window.title('Football selections')
window.geometry('500x250')


# label text for title
ttk.Label(window, text = "Football selections registration",
          background = 'black', foreground ="yellow",
          font = ("Times New Roman", 15)).grid(row = 0, column = 1)


# label
ttk.Label(window, text = "Select the position you play:",
```

```python
                        font = ("Times New Roman", 10)).grid(column = 0,

                        row = 5, padx = 10, pady = 25)


# Combobox creation
n = tk.StringVar()
choice = ttk.Combobox(window, width = 27, textvariable = n)


# Adding combobox drop down list
choice['values'] = ('Striker',

                                        'Second striker',

                                        'Left winger',

                    'Right winger',

                    'Attacking midfielder',

                    'Center midfielder',

                    'Defensive midfielder',

                    'Right back',

                    'Left back',

                    'Center back',

                    'Goalkeeper')


choice.grid(column = 1, row = 5)
choice.current()


ttk.Label(window, text = "How many hours do you practice every week?",

                    font = ("Times New Roman", 15)).grid(row = 29, column = 0)
rad1=Radiobutton(window,text="2-6",value=1)
rad2=Radiobutton(window,text="7-10",value=2)
rad3=Radiobutton(window,text="More than 10",value=3)
rad1.grid(column=0,row=30)
rad2.grid(column=1,row=30)
```

```python
rad3.grid(column=2,row=30)

#message box



def clicked():
        messagebox.showinfo('Rules','Rules will show here')
bt=Button(window,text="Rules",command=clicked)
bt.grid(row=35,column=1)


#checkbutton widget
ttk.Label(window, text = "Check this box if you want to join us for weekly practice sessions.",
                font = ("Times New Roman", 15)).grid(row = 36, column = 0)
chk_state=BooleanVar() #variable of type BooleanVar
chk_state.set (True) # checked by default
chk=Checkbutton(window,text='I agree',var=chk_state) #passing the
#chk_state to the Checkbutton class to set the check state
chk.grid(column=0,row=37)


#entry field


tk.Label(window, text="Enter your email address:").grid(row=38)


e1 = tk.Entry(window)


e1.grid(row=39, column=0)


window.mainloop()
```

Football selections registration

Select the position you play: [⌄]

How many hours do you practice every week?

⦿ 2-6   ○ 7-10   ○ More than 10

[Rules]

Check this box if you want to join us for weekly practice sessions.

☑ I agree

Enter your email address:

anroy07@gmail.com