**GUI Working**

window = Tk()

This line makes a blank GUI window using Tkinter library.

frame= Frame(window)

This line makes a frame in the window created earlier. The parameter passed to Frame() is the name of the window created earlier.

frame.pack()

This line places the frame in the window and show it.

video\_frame = Frame(window)

video\_frame.pack\_forget()

The first line makes a frame in the window. The second line hides the frame. This is because one frame is already visible. pack() places a frame or any widget in the window and show it. While pack\_forget() hides the frame.

images\_frame = Frame(window)

images\_frame.pack\_forget()

Similarly here we have made another frame for images options and GUI.

Here we have made three frames. One is the main frame which will appear when the window opens. Then we have two other frames video\_frame and images\_frame which will appear on pressing a button.

window.geometry("1280x720")

This line is setting the size of the window.

ChooseOptionIV = Label(frame, text = "What do you want to play?", font=("Arial", 25))

ChooseOptionIV.grid(row = 0, column = 0, padx = 50, pady = (400,10))

The first line makes a label in the first frame named frame. The text is set to “What do you want to play?”, after text there is font which is set to “Arial” and size is 25.

In the second line we have placed the label in a grid in the frame. It is places in row 0, column 0. I have given a padding of 50 units horizontally and 400 units padding at the top and 10 units at the bottom.

imagesBtn = ttk.Button(frame, text = "Images", command = lambda: btnVal(1))

imagesBtn.grid(row = 1, column = 0, padx = 100, pady = 10)

This first line creates a button in the frame named frame. The text of the button is set to “Images”. Then we have “command”. Command is used to set a function to the button which will be called when the button is pressed. Here I have used “lambda”, this is because I am passing a parameter to the “btnVal” function so I used “lambda”. To pass a parameter to a function when the button is pressed. We will use “lambda” with “command”.

The second line is placing the button in a grid in the frame. It is placed in row 1, column 0. It has 100 units padding horizontally and 10 units padding vertically.

videosBtn = ttk.Button(frame, text = "Videos", command = lambda: btnVal(2))

videosBtn.grid(row = 2, column = 0, padx = 100, pady = 10)

Like the above button I have made another button “videosBtn” having text “Videos” and I have passed ‘2’ as parameter to the “btnVal” function.

Then I have placed this button in a grid in row 2, column 0, having horizontal padding of 100 units and vertical padding of 10 units.

This is the end of the first frame GUI widgets. Now we will move to the “video\_frame” widgets.

videoLabel = Label(video\_frame, text = "Choose Video: ", font = ("Arial", 15))

videoLabel.grid(row = 1, column = 1, padx = (100, 20), pady = (10,10))

So in the “video\_frame” a label is made with text “Choose Video: ” and font “Arial” and size 15.

It is placed in a grid in row 1, column 1, having left padding of 100 units and right padding of 20 units. Top padding of 10 units and bottom padding of 10 units.

videosMenu = OptionMenu(video\_frame, vidVar, \*videos\_names)

videosMenu.grid(row = 1, column = 3, padx = 10, pady = (10,10))

Here an option menu is made. It is made in the “video\_frame”. vidVar is a variable which will store the option a user selects in the OptionMenu. “videos\_names” is the list which contains the names of the videos. These names will appear in the Option Menu as options.

This option menu is placed in a grid in “video\_frame” in row 1, column 1, left padding of 100 units, right padding of 20 units, top padding of 10 units and bottom padding of 10 units.

videoMenuPlay = ttk.Button(video\_frame, text = "Play", command = play)

videoMenuPlay.grid(row = 2, column = 2, padx = 10, pady = (100, 10))

This is a button placed in the “video\_frame” having text “Play”. Then the command is set to play. “play” is a function which will be called when the play button is pressed. The play function will play the selected video.

This button is also placed in a grid in the “video\_frame” in row 2, column 2 having horizontal padding of 10 units, top padding of 100 units and bottom padding of 10 units.

vid\_back = ttk.Button(video\_frame, text = "Back", command = lambda: back('v'))

vid\_back.grid(row = 0, column = 0, padx = 10, pady = (300 ,10))

This is another button in the “video\_frame”. This is Back button. It will hide the “video\_frame” and show the “frame”. The text of the button is “Back”. “back()” function will be called when the button is pressed it will pass the parameter ‘v’ to the back() function.

It is also placed in a grid in “video\_frame” in row 0, column 0, having horizontal padding of 10 units and top padding of 300 units and bottom padding of 10 units.

So all the widgets in the “video\_frame” frame are now made. Now we will move to the “images\_frame” widgets.

imgLabel = Label(images\_frame, text = "Choose Image: ", font = ("Arial", 15))

imgLabel.grid(row = 1, column = 1, padx = (100, 20), pady = (10,10))

Here I have made a label with text “Choose Image: ” having font Arial of size 15 in th e.

It is placed in a grid in “images\_frame” in row 1, column 1, having left padding of 100 units, right padding of 20 units, top padding of 10 units and bottom padding of 10 units.

imgMenu = OptionMenu(images\_frame, imgVar, \*images\_names)

imgMenu.grid(row = 1, column = 3, padx = 10, pady = (10,10))

Here an option menu is made in the “images\_frame” to enable the user to choose images from a list of images. The variable here in this option menu is “imgVar” which will store the option the user selects. “images\_frame” is the name of the list which contain images names and it will be options in the options menu.

It is placed in a grid in “images\_frame” in row 1, column 3, having horizontal padding of 10 units and vertical padding of 10 units.

imgMenuPlay = ttk.Button(images\_frame, text = "Show", command = show)

imgMenuPlay.grid(row = 2, column = 2, padx = 10, pady = (100, 10))

This is a button in the “images\_frame”. This button will call show() function to show the image. The text of this button is “Show”.

It is placed in a grid in “images\_frame” in row 2 column 2, having horizontal padding of 10 units, top padding of 100 units and bottom padding of 10 units.

img\_back = ttk.Button(images\_frame, text = "Back", command = lambda: back('i'))

img\_back.grid(row = 0, column = 0, padx = 10, pady = (300 ,10))

This is another button in the “images\_frame”. It will hide the “images\_frame” and show the “frame” frame. It will call the back() function and pass to it a parameter ‘i’.

It is placed in a grid in “images\_frame” in row 0, column 0, having horizontal padding of 10 units, top padding of 300 units and bottom padding of 10 units.

window.mainloop()

This line will keep the GUI window open until the window is closed by the user.