Program 1 : A minimal GUI in Python - the root window

from tkinter,import \*

OR

Import tkinter

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| import tkinter  t = tkinter.Tk()  #Widgets can be added here’  t.mainloop() |

Program 2: Illustration of 'pack()’ method

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| from tkinter import \*  root=Tk()  Button(root,text="white", bg="white", fg="black").pack() Button(root,text="orange", bg="orange", fg="brown").pack()  Button(root,text="Red", bg="red" fg="black").pack()  mainloop() |

Program 3: Additional pack options

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| from tkinter import \*  root=Tk()  Button(root,text="white", bg="White", fg="black").pack(fill = X, padx=15) .  Button(root,text="orange", bg="orange", fg="brown").pack(fill=X pady=15, padx=15) Button (root,text="Red", bg="red", fg="black").pack(fill=X, padx=15) mainloop() |

Program 4: Using grid layout manager

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| from tkinter import \*  l=['Name','Country','Contact','Parentage','District','Address‘]  root=Tk(className="Layout")  i = 0  for x in l:  Label(text=l,width=10).grid(row=i,column=0)  Entry(width=20).grid(row=i,column=1)  i+=1  Button(text="Submit", width=17).grid(row=i,column=1)  root.mainloop() |

Program 5: Using ’place()’ to arrange widgets

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| from tkinter import \*  root=Tk(className="Layout")  Button(root,text="white", bg="white",fg="black").place(x=20. y=30,width=160,height=30)  Button(root,text="orange", bg="orange", fg="brown").place(x=20, y=70,width=160,height=30)  Button(root,text="Red", bg="red", fg="black").place(x=20, y=110,width=160,height=30)  root.mainloop() |

Program 6: Using ‘place()’ method efficiently

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| import tkinter  import random  root = tkinter.Tk(className="Layout")  # width x height + x\_offset + y\_offset  root.geometry("200x250+50+30")  lang = ['Python','Ruby','C#','JavaScript','PHP']  labels = range(5)  i=0  while i<5:  c = [random.randrange(256) for x in rahge(3)]  ct hex = "%02x%02x%02x" % tuple(c)  bright = int(round(0.8\*c[0] + 0.01\*c[1] + 0.2\*c[2]))  bg\_colour = '#' + "".join(ct\_hex)  b = tkinter.Button(root, text=lang[i], fg='White' if bright < 100 else 'Black', bg=bg\_colour)  b.place(x = 40, y = 30 + i\*40, width=120, height=25)  i+=1  root.mainloop() |

Program 7: Handling events

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| from tkinter import \*  def handler1();  print("White")  def handler2();  print("Orange")  def handler3():  print("Red")  root=Tk(className="Event")  b1=Button(root,text="white", bg="white", fg="black", command=handler1).pack(fill=X, padx=15)  b2=Button(root,text="orange", bg="orange", fg="brown", command=handler2).pack(fill=X, pady=15, padx=15)  b3=Button(root,text="Red", bg="red", fg="black", command=handler3).pack(fill=X, padx=15)  mainloop() |

Program 8: Creating a file open dialog using Tkinter

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| from tkinter import \*  from tkinter.filedialog import askopenfilename  def handler():  print(askopenfilename())  root=Tk(className="File open dialog")  root.geometry('250x30')  Button(text='0pen file', command=handler).pack()  root.mainloop() |