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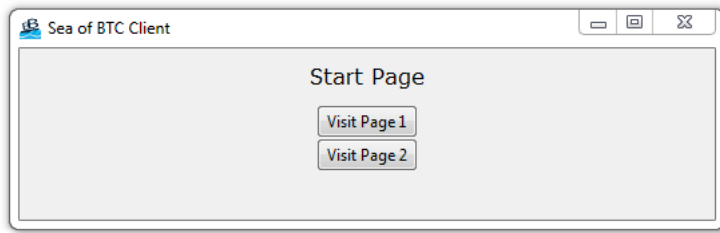
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# Styling your GUI a bit using TTK

Styling GUIs and windows in Python 3 - Tkinter tutorial Python 3.4 p. 5



Now that we have a basic window set, we might have the urge to make it look a little better. Right now, our buttons especially are quite ugly. To do some minor updates to the graphics quite easily, we can make use of ttk.

To start, we need to import it:

```
from tkinter import ttk
```

Next, within our SeaofBTCapp:

```
class SeaofBTCapp(tk.Tk):

    def __init__(self, *args, **kwargs):

        tk.Tk.__init__(self, *args, **kwargs)

        tk.Tk.iconbitmap(self, default='clienticon.ico')
        tk.Tk.wm_title(self, "Sea of BTC Client")
```

While the above isn't about ttk, we're doing this to change the window icon, as well as the window's title.

Next, within our StartPage:

```
class StartPage(tk.Frame):

    def __init__(self, parent, controller):
```



```
label = ttk.Label(self, text="Start Page", font=LARGE_FONT)
label.pack(pady=10, padx=10)

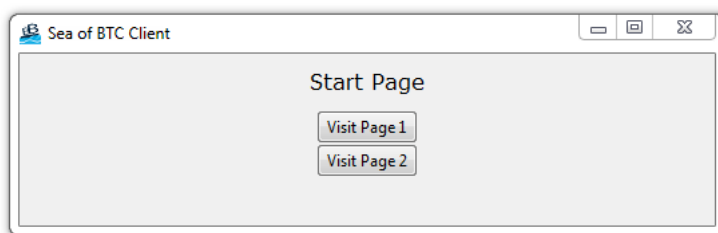
# change the tk to ttk

button = ttk.Button(self, text="Visit Page 1",
                    command=lambda: controller.show_frame(PageOne))
button.pack()

# change the tk to ttk

button2 = ttk.Button(self, text="Visit Page 2",
                    command=lambda: controller.show_frame(PageTwo))
button2.pack()
```

Here, we are mainly just changin tk.Button to ttk.Button. That's just one example, but you should change all of your buttons from tk to ttk.



Here's the full script:

```
# The code for changing pages was derived from: http://stackoverflow.com/questions/7546050/switch-between-two-
# License: http://creativecommons.org/licenses/by-sa/3.0/

import tkinter as tk
from tkinter import ttk

LARGE_FONT= ("Verdana", 12)

class SeaofBTCapp(tk.Tk):

    def __init__(self, *args, **kwargs):

        tk.Tk.__init__(self, *args, **kwargs)

        tk.Tk.iconbitmap(self, default='clienticon.ico')
        tk.Tk.wm_title(self, "Sea of BTC Client")

        container = tk.Frame(self)
        container.pack(side="top", fill="both", expand = True)
        container.grid_rowconfigure(0, weight=1)
        container.grid_columnconfigure(0, weight=1)

        self.frames = {}

        for F in (StartPage, PageOne, PageTwo):

            frame = F(container, self)
            self.frames[F] = frame
            frame.grid(row=0, column=0, sticky="nsew")

        self.show_frame(StartPage)

    def show_frame(self, cont):
```



```
frame.tkraise()
```

```
class StartPage(tk.Frame):
```

```
    def __init__(self, parent, controller):
        tk.Frame.__init__(self, parent)

        label = ttk.Label(self, text="Start Page", font=LARGE_FONT)
        label.pack(pady=10, padx=10)

        button = ttk.Button(self, text="Visit Page 1",
                             command=lambda: controller.show_frame(PageOne))
        button.pack()

        button2 = ttk.Button(self, text="Visit Page 2",
                              command=lambda: controller.show_frame(PageTwo))
        button2.pack()
```

```
class PageOne(tk.Frame):
```

```
    def __init__(self, parent, controller):
        tk.Frame.__init__(self, parent)
        label = ttk.Label(self, text="Page One!!!", font=LARGE_FONT)
        label.pack(pady=10, padx=10)

        button1 = ttk.Button(self, text="Back to Home",
                              command=lambda: controller.show_frame(StartPage))
        button1.pack()

        button2 = ttk.Button(self, text="Page Two",
                              command=lambda: controller.show_frame(PageTwo))
        button2.pack()
```

```
class PageTwo(tk.Frame):
```

```
    def __init__(self, parent, controller):
        tk.Frame.__init__(self, parent)
        label = ttk.Label(self, text="Page Two!!!", font=LARGE_FONT)
        label.pack(pady=10, padx=10)

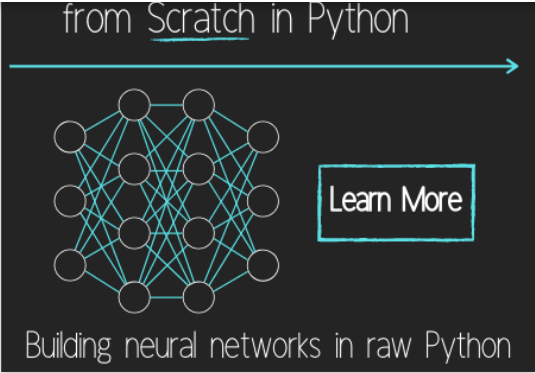
        button1 = ttk.Button(self, text="Back to Home",
                              command=lambda: controller.show_frame(StartPage))
        button1.pack()

        button2 = ttk.Button(self, text="Page One",
                              command=lambda: controller.show_frame(PageOne))
        button2.pack()
```

```
app = SeaofBTCapp()
app.mainloop()
```



The next tutorial: [How To Embed A Matplotlib Graph To Your Tkinter GUI](#)



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Organizing our GUI
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Customizing an embedded Matplotlib Graph in Tkinter
Creating our Main Menu in Tkinter
Building a pop-up message window
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Time-frame and sample size option
Adding indicator Menus (3 videos)
Trading option, start/stop, and help menu options
Tutorial on adding a tutorial
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Adding exchange choice cont'd
Adding exchange choices part 3
Indicator Support
Pulling data from the Sea of BTC API
Setting up sub plots within our Tkinter GUI
Graphing an OHLC candlestick graph embedded in our Tkinter GUI



- Acquiring MACD data from Sea of BTC API
- Converting Tkinter application to .exe and installer with cx\_Freeze



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