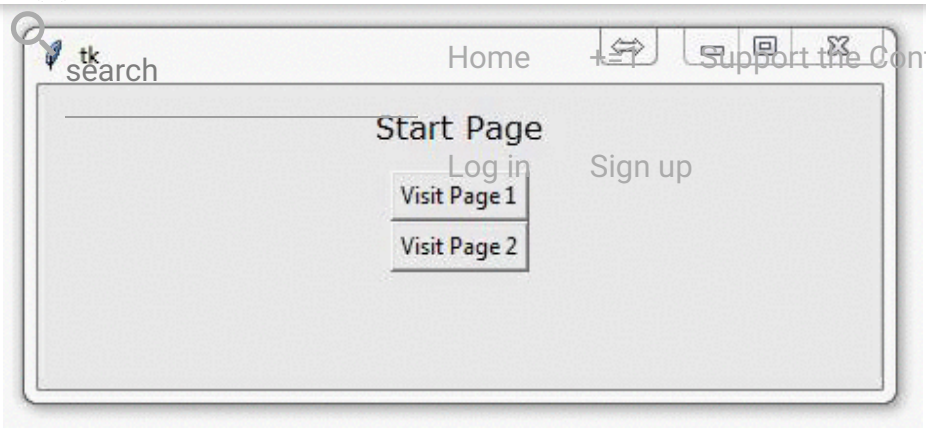


How to change and a new window in Tk

Now that we have our back-end to your Tkinter GUI application, we're ready to use buttons to navigate to new frames and windows.

What we do here will be your typical methodology for adding more and more pages, basically to infinity.

First, we need to just slightly modify our SeaofBTCapp class. Here's the new full class:


```
class SeaofBTCapp(tk.Tk):

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

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

```
            frame.grid(row=0, column=0, sticky="nsew")

        self.show_frame(StartPage)

    def show_frame(self, cont):

        frame = self.frames[cont]
        frame.tkraise()
```

Notice the major change being:

```
        for F in (StartPage, PageOne, PageTwo):

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

What we do here is populate this tuple with all of the possible pages to our application. This will load all of these pages for us. Within our __init__ method, we're calling StartPage to show first, but later we can call upon show_frame to raise any other frame/window that we please.

So we've created PageOne and PageTwo. We need to have some navigation to these pages from the StartPage, so here's our new StartPage class:

```
class StartPage(tk.Frame):

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

```
        button.pack()

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

Above, we've added buttons that use controller.show_frame, passing PageOne and PageTwo through as parameters.

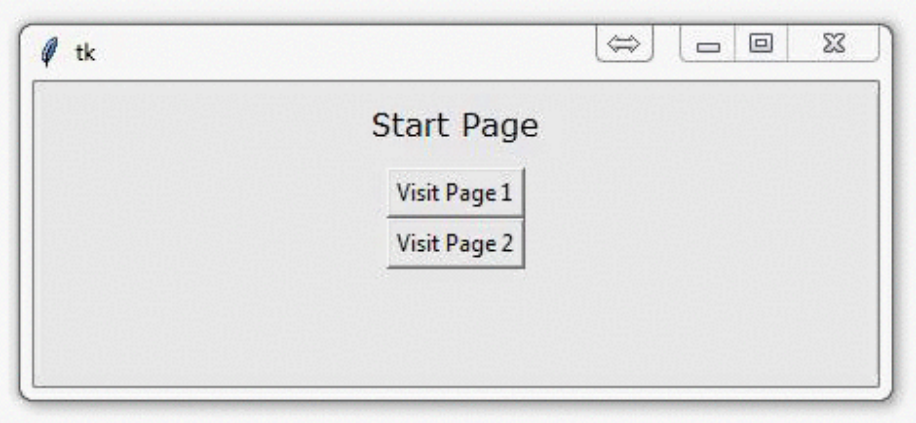
Then we just need to create PageOne and PageTwo classes. Easy enough, these can be nearly identical to StartPage:

```
class PageOne(tk.Frame):

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

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

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


class PageTwo(tk.Frame):
```

```
        label = tk.Label(self, text="Page Two!!!", font=LARGE_FONT)
        label.pack(pady=10,padx=10)

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

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

The only major changes here are the buttons and where they lead to.

Running this code should give you:



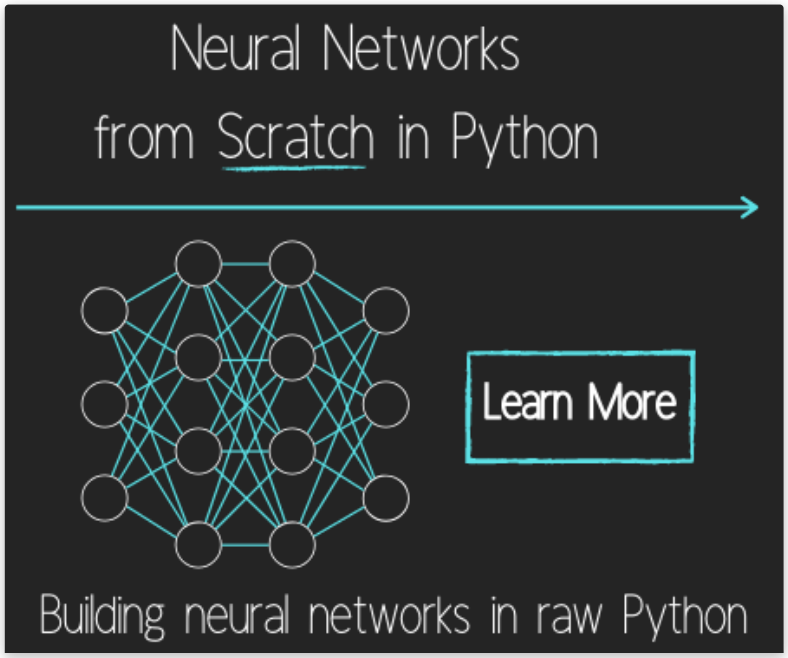
In case you got lost, here's the full code:

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

```
LARGE_FONT= ("Verdana", 12)


class SeaofBTCapp(tk.Tk):

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

        tk.Tk.__init__(self, *args, **kwargs)
        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 = self.frames[cont]
        frame.tkraise()


class StartPage(tk.Frame):

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

        button = tk.Button(self, text="Visit Page 1",
```

```
        button2 = tk.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 = tk.Label(self, text="Page One!!!", font=LARGE_FONT)
        label.pack(pady=10,padx=10)

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

        button2 = tk.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 = tk.Label(self, text="Page Two!!!", font=LARGE_FONT)
        label.pack(pady=10,padx=10)

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

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



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

The next tutorial: Styling Your GUI A Bit Using TTK



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