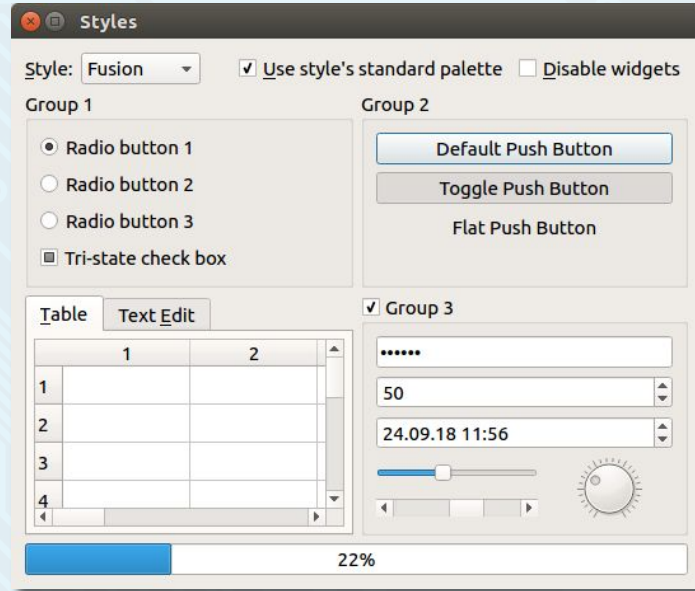


# User Interfaces with Python (Tkinter)



python™



11/12/2020

# Getting Set Up

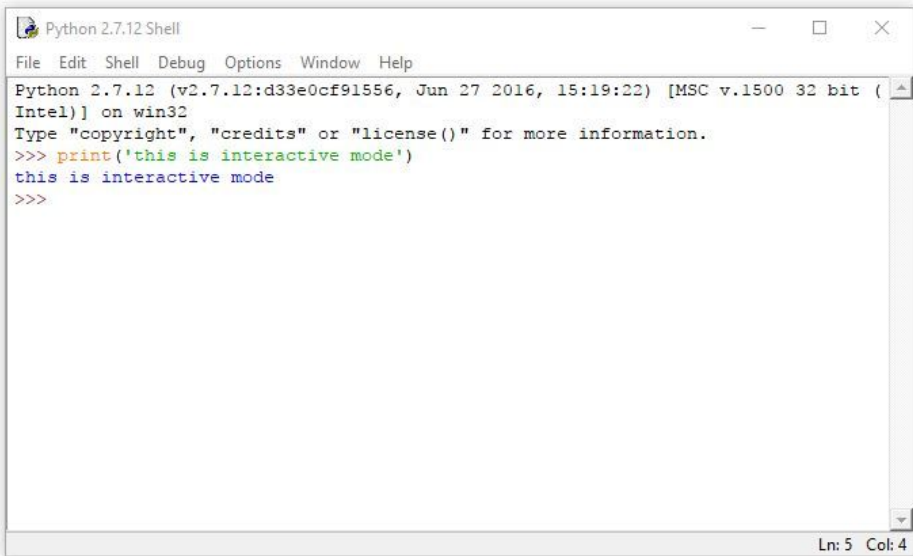
*Install link:* <https://www.python.org/>

- *Make sure to select “Add to system PATH”*

# Python Overview

## Version 3.9

- ▶ Python is an object-oriented language
- ▶ Easy to learn and read
- ▶ Interactive mode
  - Command Line
- ▶ Large variety of libraries
  - Image processing
  - Plotting
  - GUI Programming
- ▶ Built-In IDE (IDLE)



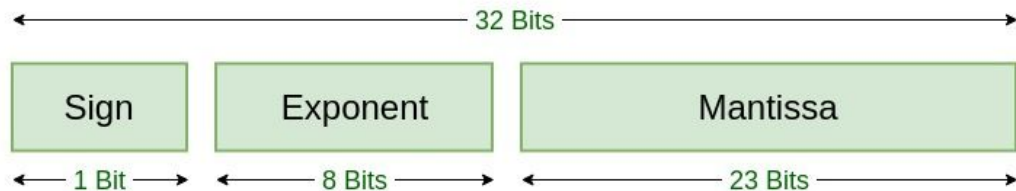
```
Python 2.7.12 Shell
File Edit Shell Debug Options Window Help
Python 2.7.12 (v2.7.12:d33e0cf91556, Jun 27 2016, 15:19:22) [MSC v.1500 32 bit (Intel)] on win32
Type "copyright", "credits" or "license()" for more information.
>>> print('this is interactive mode')
this is interactive mode
>>>
```

Ln: 5 Col: 4

# Basic Data Types

## Numerical

- ▶ Integers
  - Non-fractional numbers
  - -2, -1, 0, 1, 2
- ▶ Float
  - Floating point numbers
  - Numbers with a fractional component
  - If you've taken CMPEN 270 you already hate them

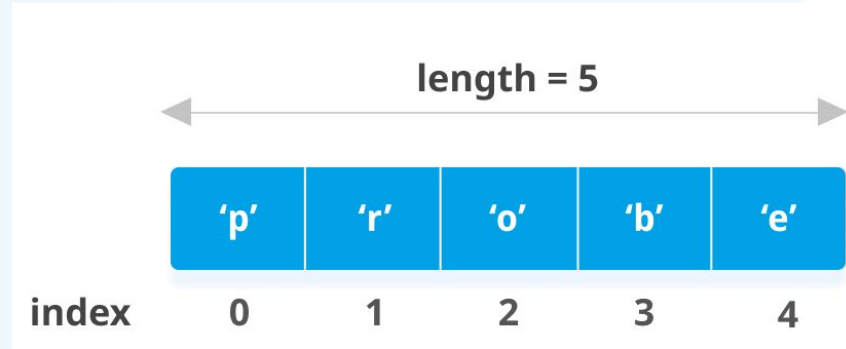


Single Precision  
IEEE 754 Floating-Point Standard

# Basic Data Types

## Sequences

- ▶ List
  - Sequence of elements
  - Denoted with []
  - Get elements with indices
- ▶ Tuple
  - Less common
  - Denoted with ()
  - Like a list, but you can't change it after it has been declared



# Basic Data Types

## *Other important types*

- ▶ String
  - Collection of characters
  - Denoted with “x” or ‘x’
  - Can be treated as a python list of characters
- ▶ Bool
  - True or False
  - Boolean values must be capitalized
    - “True” good
    - “true” bad



0 1 2 3 4

# Basic Data Types

## *Some other python data types*

- ▶ Dict
- ▶ Complex
- ▶ Range
- ▶ Byte
- ▶ And more!

```
1  # Create a dictionary
2
3  my_dict = {'Alex': 5,
4             'Ben' : 10,
5             'Carly': 12,
6             'Danielle': 7,
7             'Evan' : 6}
8  my_dict
```

```
{'Alex': 5, 'Ben': 10, 'Carly': 12, 'Danielle': 7, 'Evan': 6}
```

# Python Syntax

## Basics

### ► Comments

- Python will skip any line that starts with a #
- Triple quotes can be used for multi-line

```
#declare x as a float  
x = 3.14
```

### ► Variables

- Python is not statically typed
- Declare variables with =
- Naming
  - Cannot start with a number
  - Can only contain A-z, 0-9, and \_

```
#declare x as a string  
x = "hello world"
```

```
#declare x as a list  
x = [3.14, "hello world", True]
```

```
#and so on...
```



# Python Syntax

## Conditionals

- ▶ Python can compare values with `<`, `>`, `<=`, `>=`, `!=`, and `==`
  - Returns True or False
- ▶ if-elif-else
  - Python does not use `{}`
- ▶ The code that you want the statement to run should be indented on the next lines

```
x = 5  
y = 10
```

```
if x > y:  
    print("x is bigger")  
elif 2 != 3:  
    print("2 is not 3")  
else:  
    #something else...
```

# Python Syntax

## Loops

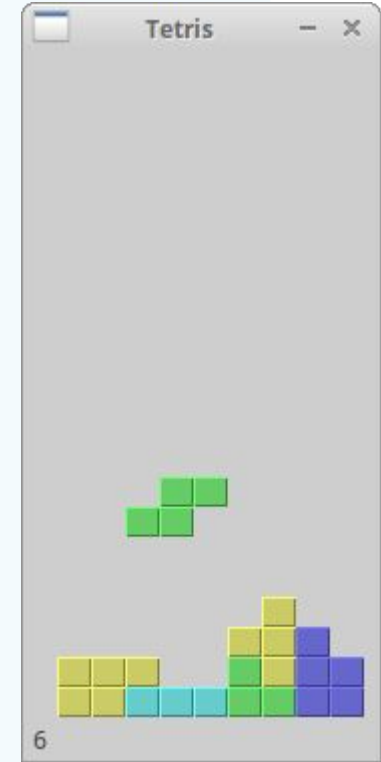
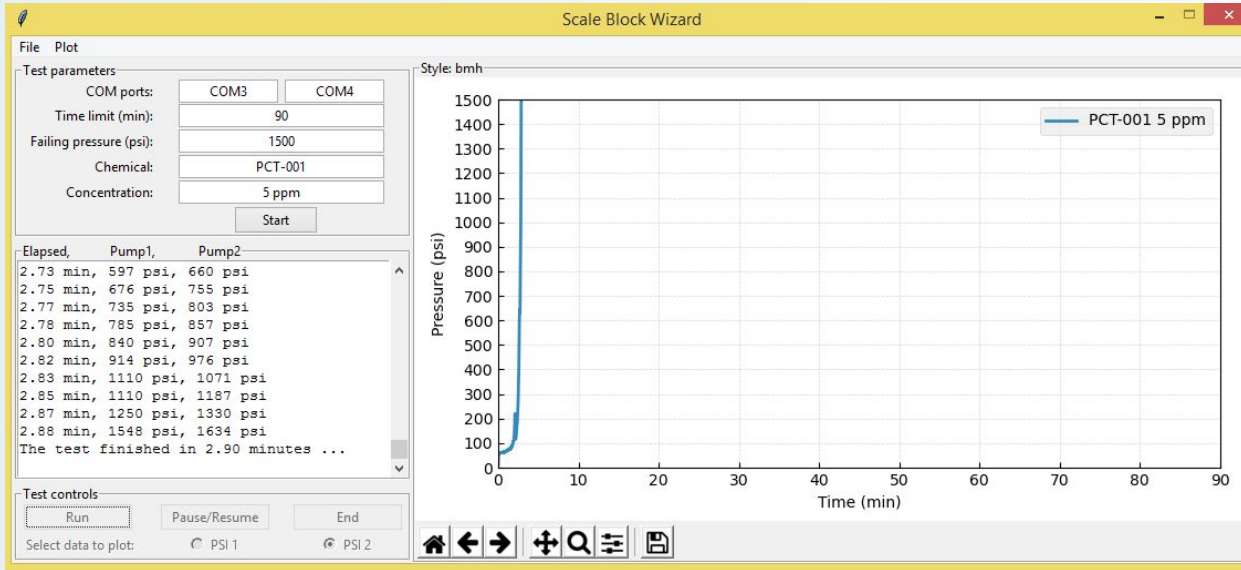
- ▶ While
  - while (condition):
- ▶ For
  - for (variable) in (iterable):

```
#do something forever
while True:
    print("python")
```

```
#print the numbers 0-9
for i in range(10):
    print(i)
```

```
#print the elements in a list x
x = ["python", "java", "c++"]
for j in x:
    print(j)
```

# What can you do with Tkinter



# Tkinter Terminology and Coding

- ▶ Coding in tkinter involves straightforward layering
  1. Initialize tkinter (import, set up class/constructor)
  2. Create widget
  3. Pack Widget
  4. Create main loop
- ▶ This can get more advanced if you want multiple frames
- ▶ You can also layer widgets within widgets

Widget: Standard GUI elements (buttons, menus, labels, entries, etc)

Pack: Method used to specify positioning of widgets within their container (left, right, top, bottom)

Frame: A widget used to contain other widgets, so that you can organize your GUI the way you want

# Basic Tkinter Example

#tkinter is a native library to python, but you must import it to use it

import tkinter as tk

#instantiate tkinter class

root = tk.Tk()

#create widget

label = tk.Label(root, text = 'Hello World', padx=10, pady=10)

#pack widget

label.pack()

#create main loop

root.mainloop()

# Making a GUI Aesthetic

- ▶ When making a GUI you may wish to change font color, size, etc
  - fg: foreground (text) color
  - bg: background color
  - bd: background size
  - font: font style of the text
  - size: size of text
- ▶ Lists of available colors and fonts can be found online

Example:

```
label = tk.Label(root,  
    text = 'Merry Christmas',  
    fg = 'red'  
    bd = 5  
    bg = 'green'  
    font = ('arial', size = 10))
```

# A more layered example...

```
import tkinter

#create the class and constructor
class ExampleGUI:
    def __init__(self):

        #create frames
        self.frame1 = tkinter.Frame()
        self.frame2 = tkinter.Frame()

        #frame1 widgets
        self.title = tkinter.Label(self.frame1, text = 'Example', bd = 15, bg = 'blue', fg = 'red', font = ('arial', 15))

        #pack frame1 widgets into frame1
        self.title.pack()

        #frame2 widgets
        self.prompt = tkinter.Label(self.frame2, text='Enter your name:')
        self.nameEntry = tkinter.Entry(self.frame2, width = 10)

        #pack frame2 widgets into frame2
        self.prompt.pack()
        self.nameEntry.pack()

        #pack frames into main window
        self.frame1.pack()
        self.frame2.pack()

        #enter main loop
        tkinter.mainloop()

#create instance of ExampleGUI
example = ExampleGUI()
```

## How about something functional?

- ▶ Most programs you write should be interactive
  - Take an input → Show an output
- ▶ We'll create a program for taking notes / 'To-do' list
  - Use what we've learned so far + advanced features