

Python GUI Example

Tkinter Tutorial

Simple window

```
from tkinter import *  
window = Tk()  
window.title("Hello World")  
  
window.mainloop()
```

Label

```
from tkinter import *
```

```
window = Tk()
```

```
window.title("Hello World")
```

```
lbl = Label(window, text="Hello")
```

```
#font and size can be defined
```

```
#lbl = Label(window, text="Hello", font=("Arial Bold", 50))
```

```
lbl.grid(column=0, row=0)#label position
```

```
window.mainloop()
```

Window size

```
from tkinter import *
```

```
window = Tk()
```

```
window.title("Hello World")
```

```
window.geometry('350x200')
```

```
lbl = Label(window, text="Hello")
```

```
#font and size can be defined
```

```
#lbl = Label(window, text="Hello", font=("Arial Bold", 50))
```

```
lbl.grid(column=0, row=0)#label position
```

```
window.mainloop()
```

Adding a button

```
from tkinter import *
window = Tk()
window.title("Hello World")
window.geometry('350x200')
lbl = Label(window, text="Hello")
#font and size can be defined
#lbl = Label(window, text="Hello", font=("Arial Bold", 50))
lbl.grid(column=0, row=0)#label position
btn = Button(window, text="Click Me")
#button properties can be set also
#btn = Button(window, text="Click Me", bg="orange", fg="red")
btn.grid(column=1, row=0)
window.mainloop()
```

Button click

```
from tkinter import *
window = Tk()
window.title("Hello World")
window.geometry('350x200')
lbl = Label(window, text="Hello")
#font and size can be defined
#lbl = Label(window, text="Hello", font=("Arial Bold", 50))
lbl.grid(column=0, row=0)#label position
def clicked():
    lbl.configure(text="Button was clicked !!")
btn = Button(window, text="Click Me", command=clicked)
#button properties can be set also
#btn = Button(window, text="Click Me", bg="orange", fg="red")
btn.grid(column=1, row=0)
window.mainloop()
```