SECTION 21: GUIs - 45 minutes, 7 parts

1/7 Introduction to GUIs

- -> this is an extra section in the course
- -> the notebooks for this are in the repository for the course
- -> there are many different frameworks for GUI in Python
- -> Graphical User Interface
- -> different use cases need different frameworks
    - -> context dependent
    - -> on the back end <- Flask / Django
- -> widgets in the Jupyter setting

Introduction to GUIs

Welcome to the bonus GUI Section of this course!

All notebooks associated with this section are located under the GUI folder in the NbViewer or Github repository containing the course notebooks.

There are many,many Graphical User Interface options for Python users.

- Here is the link to the documentation concerning the most common GUI frameworks.
- For a full list of all available GUI frameworks, check out the Full GUI Programming List

It's important to remember that *no framework is objectively better than all the others*, and different use cases will require different frameworks. For instance, if you want to begin GUIs by designing a graphical game, your best bet would be PyGame! (The link provided directs you to there learning page).

If you want to build web apps, you'll probably want to avoid Python as the GUI and use it for backend work using Flask or Django instead. With web apps you'll want to explore HTML,CSS, and Javascript to provide the GUI for your user.

For the rest of this section we will explore the awesome world of Widgets in the Jupyter Notebook setting! This type of GUI is best suited for creating dashboards for data/business analysis situations.

Let's get started!