# Python



#### Agenda - 6

- Python GUI "PySide"
  - Introduction
  - How to install
  - Basic functionalities
- Lab-8
- Simple Configuration Tool "DIO Configurator"
  - Main Idea
  - Building the Tool
- Python Final Projects

#### Introduction

#### First, What is Qt:

Qt is more than a GUI toolkit. It includes abstractions of network sockets, threads, Unicode, regular expressions, SQL databases, OpenGL, XML, a fully functional web browser, a help system, a multimedia framework, as well as a rich collection of GUI widgets.

#### So, What is PyQt:

PyQt combines all the advantages of Qt and Python. A programmer has all the power of Qt, but is able to exploit it with the simplicity of Python.

#### Introduction

- -PyQt is older than PySide. It is mainly developed by Riverbank Computing Limited and distributed under GPL v3 and a commercial license.
- -PySide is developed by Nokia and had its initial release in 2009, in a time when Nokia was the owner of QT.
- -PyQt requires you to pay fees for a commercial license, while the LGPL license of PySide permits application in commercial projects.

#### -PySide supports Python v2.7

How to install

-To install PySide use the CMD window and run this command:

>pip install PySide

-This command will install the PySide site-package in the following Path:

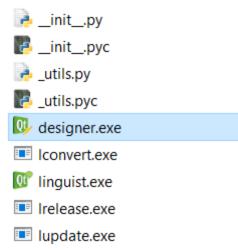
C:\Python27\Lib\site-packages\PySide\

-And also will install the PySide GUI converter in the following Path:

C:\Python27\Scripts\pyside-uic.exe

How to install

In the PySide site-package folder you will find the GUI designer tool

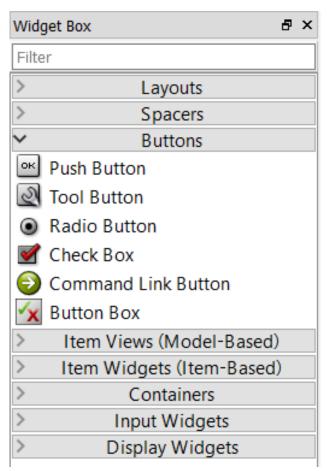


Then create a shortcut on the desktop of this designer application. By **right click** and choose **send to -> desktop**.

Basic functionalities

Designer Editor consists of:

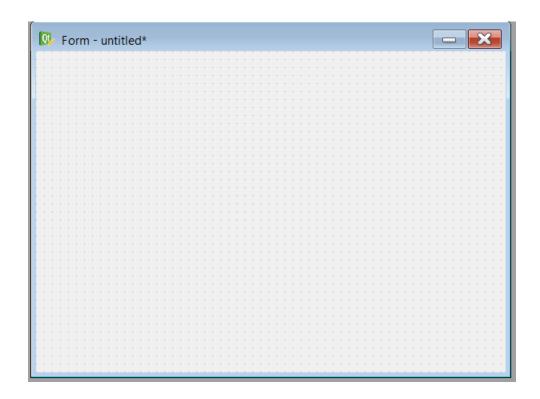
Toolbox:



Basic functionalities

Designer Editor consists of:

Widget Editor:



Basic functionalities

Designer Editor consists of:

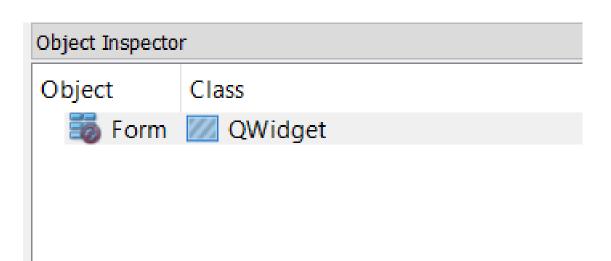
Signal Creator/Connector:



Basic functionalities

Designer Editor consists of:

Object Inspector:



Basic functionalities

Designer Editor consists of:

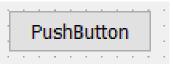
• Object Properties:

Form : QWidget	
Property	Value
mouseTracking	
focusPolicy	NoFocus
contextMenuPoli	DefaultContextMenu
acceptDrops	
> windowTitle	Form
> windowlcon	<b>0</b>
windowOpacity	1.000000
> toolTip	
> statusTip	
> whatsThis	
> accessibleName	

Basic functionalities

Basic Objects Functions and signals:

- Line Edit object:
  - setText(): set and display the text of the line edit object.
  - text(): returns the text of the object, and will return an empty string if the object is empty.
  - displayText(): same as text().
  - clear(): clear the content of the line edit object.
- Push Button object:



• clicked(): "signal" generate a signal with status clicked when the user clicked on the button. If the user create a link between the signal and function, then the function will run when the button is clicked.

Basic functionalities

Basic Objects Functions and signals:

- Radio Button object:
- RadioButton
- **isChecked()**: returns True or False to describe the state of the button.
- clicked(bool): generate a signal with state arguments
  "True -> Checked, False -> not Checked".
- Check Box object:

- CheckBox
- Same as Radio Button.
- The main difference between check box and radio button is:
  - Only one Radio button can be checked in case of many Radio buttons in the same group container. But Check Box isn't apply this rule.
  - Check box has the ability of tristate selection.

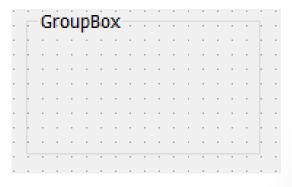
Basic functionalities

Basic Objects Functions and signals:

• Text Label object: TextLabel

Just for User Experience.

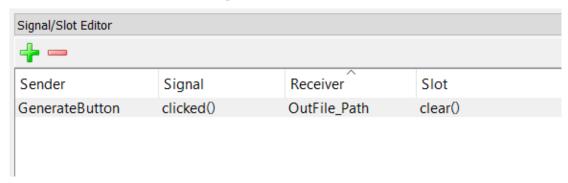
- Group Box object:
  - The object can contain many objects inside, to control them all in one action,
     Like disable all object or Enable all object.



Basic functionalities

Basic Objects Functions and signals:

- Link between Objects using Signals:
  - To make a link between objects using signals, the user has to define this link in the signal and slots creators like the following:



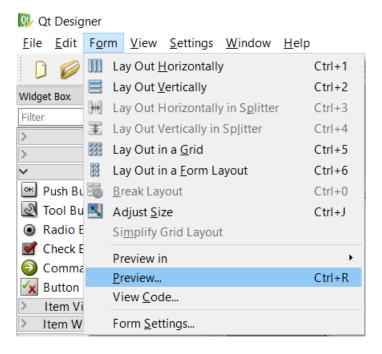
 This means, when the GenerateButton "Push Button Object" is clicked "Signal" The OutFile\_Path "LineEdit Object" will be cleared "LineEdit Action".

Basic functionalities

Finally to preview how your design will be you can press

CTRL + R

Or select preview from Form tab as following:



#### Basic functionalities

 To generate the Python code of your design, Run CMD in the location of your .ui file and write the following command:

#### >pyside-uic file.ui -o file.py -x

- File.ui -> input file.
- -o -> option to generate output file.
- **File.py** -> output file.
- -x -> option to make the output file executable "to add the boilerplate condition at the end of the generated code".

#### LAB – 8 PRINT TEXT LAB

#### Print Text Lab

- Create a GUI tool that contain the following:
  - Push Button "Print"
  - LineEdit
  - LableText "Print Text Lab"
  - Lable Text "Enter the text then press Print"

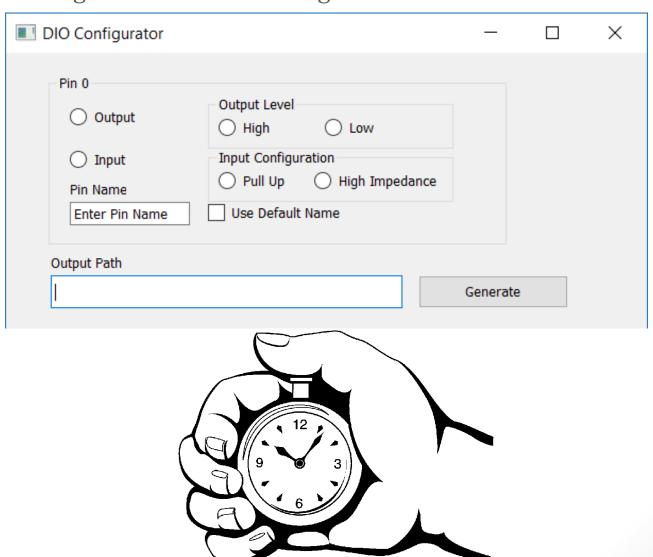
The user will write any text in the LineEdit object and then press Print button.

The text will appear on the CMD window and then the LineEdit object will be cleared.



#### LAB – 8 PRINT TEXT LAB

Simple Configuration Tool "DIO Configurator"



#### What's Next?

- Get Certified With:
  - https://www.edx.org/course/learn-program-using-pythonutarlingtonx-cse1309x
  - https://www.coursera.org/course/interactivepython1
  - https://www.coursera.org/course/interactivepython2
- For more about python:
  - Python Cookbook, 2nd Edition
  - PySide Documentation
    - https://pyside.github.io/docs/pyside/PySide/QtGui/index.html
- For practicing python and ready made recipes:
  - https://automatetheboringstuff.com/
  - https://learnpythonthehardway.org/book/
  - http://code.activestate.com/recipes/langs/

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