tkinter library


```
from tkinter import Label, Tk
import time
app_window = Tk()
app_window.title("Digital Clock")
app_window.geometry("420x150")
app_window.resizable(1,1)

text_font= ("Boulder", 68, 'bold')
background = "#f2e750"
foreground= "#363529"
border_width = 25

label = Label(app_window, font=text_font, bg=background,
fg=foreground, bd=border_width)
label.grid(row=0, column=1)

def digital_clock():
   time_live = time.strftime("%H:%M:%S")
   label.config(text=time_live)
   label.after(200, digital_clock)

digital_clock()
app_window.mainloop()
```

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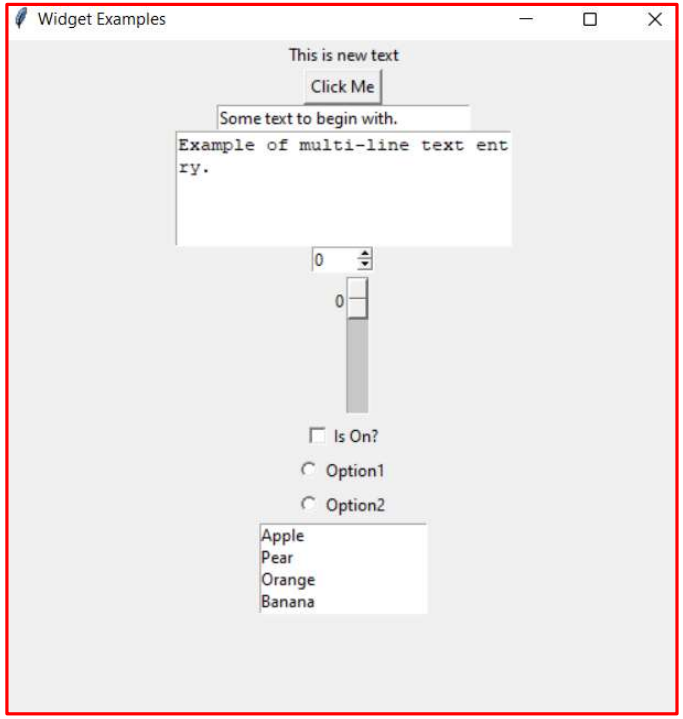
```
from tkinter import *

#Creating a new window and configurations
window = Tk()
window.title("Widget Examples")
window.minsize(width=500, height=500)

#Labels
label = Label(text="This is old text")
label.config(text="This is new text")
label.pack()

#Buttons
def action():
    print("Do something")

#calls action() when pressed
button = Button(text="Click Me", command=action)
button.pack()

#Entries
entry = Entry(width=30)
#Add some text to begin with
entry.insert(END, string="Some text to begin with.")
#Gets text in entry
print(entry.get())
entry.pack()
```



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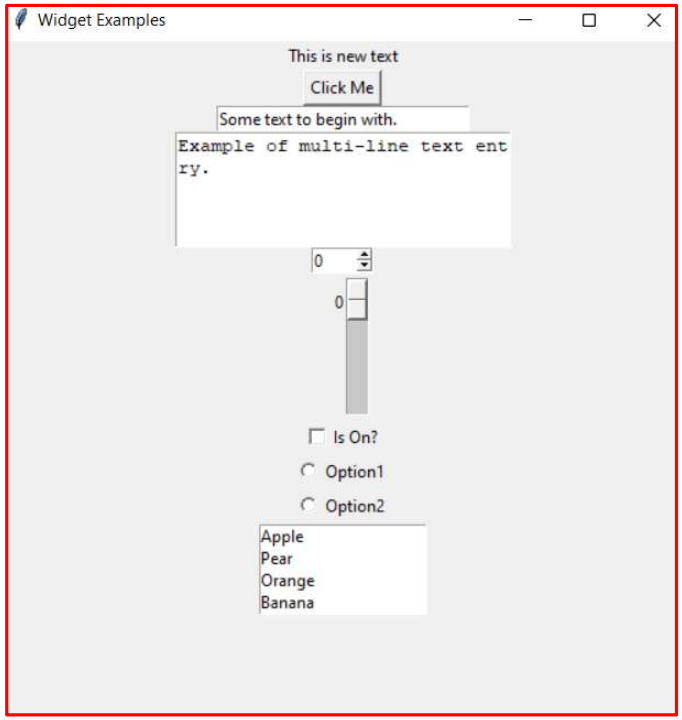
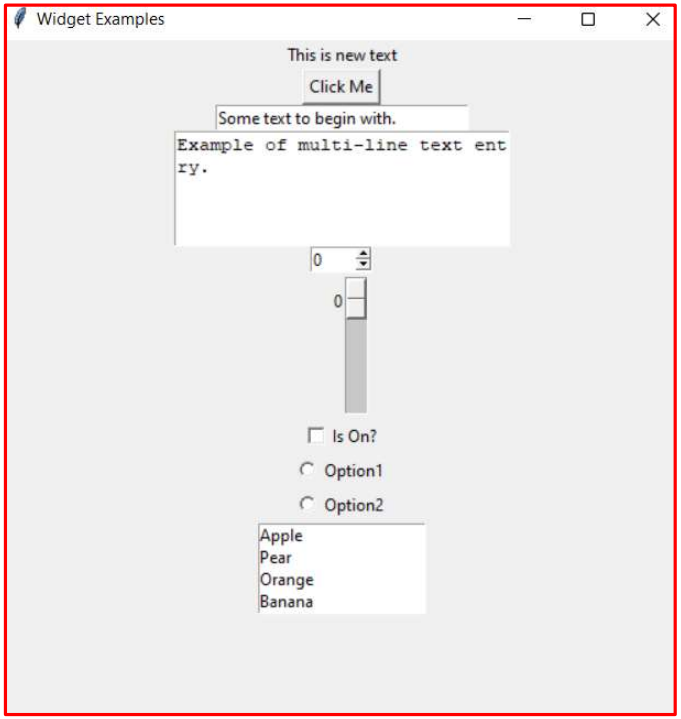
```
#Text
text = Text(height=5, width=30)
#Puts cursor in textbox.
text.focus()
#Adds some text to begin with.
text.insert(END, "Example of multi-line text entry.")
#Get's current value in textbox at line 1, character 0
print(text.get("1.0", END))
text.pack()

#Spinbox
def spinbox_used():
    #gets the current value in spinbox.
    print(spinbox.get())
spinbox = Spinbox(from_=0, to=10, width=5, command=spinbox_used)
spinbox.pack()

#Scale
#Called with current scale value.
def scale_used(value):
    print(value)
scale = Scale(from_=0, to=100, command=scale_used)
scale.pack()
```



tkinter library


```
#Checkbutton
def checkbutton_used():
    #Prints 1 if On button checked, otherwise 0.
    print(checked_state.get())
#variable to hold on to checked state, 0 is off, 1 is on.
checked_state = IntVar()
checkbutton = Checkbutton(text="Is On?",
variable=checked_state, command=checkbutton_used)
checked_state.get()
checkbutton.pack()

#Radiobutton
def radio_used():
    print(radio_state.get())
#Variable to hold on to which radio button value is checked.
radio_state = IntVar()
radiobutton1 = Radiobutton(text="Option1", value=1,
variable=radio_state, command=radio_used)
radiobutton2 = Radiobutton(text="Option2", value=2,
variable=radio_state, command=radio_used)
radiobutton1.pack()
radiobutton2.pack()
```



tkinter library


```
#Listbox
def listbox_used(event):
    # Gets current selection from listbox
    print(listbox.get(listbox.curselection()))

listbox = Listbox(height=4)
fruits = ["Apple", "Pear", "Orange", "Banana"]
for item in fruits:
    listbox.insert(fruits.index(item), item)
listbox.bind("<<ListboxSelect>>", listbox_used)
listbox.pack()
window.mainloop()
```