

# PYQT6 Course

## 1. Creating QLabel in PyQt6

QLabel class is used for displaying messages, also you can use QLabel class for displaying images, there are different methods that you can use in QLabel class, for example we have *setText()* and it is used for setting the text, we have *setPixmap()* method and that is used for setting the image in the QLabel, there are the important methods for QLabel class.

- *setText()*: This method is used for setting the text in the QLabel class
- *setPixmap()*: This method is used for setting pixmap, an instance of the QPixmap class, to the Label widget
- *setNum()*: This method adds an integer or double value to the Label widget
- *clear()*: This method clears text from the Label widget
- *setMovie()*: This method is used for setting a gif image in the QLabel

You can use QLabel class for creating the object of label.

```
label = QLabel("Python GUI Development", self)
```

Also you can use *setText()* for setting the text of the label.

```
label.setText("New Text is Here")
```

Using *move()* method we can move a widget from one position to another position, you can give the x and y position for the widget.

```
label.move(100,100)
```

We can use *setFont()* to change the text of the label, *setFont()* expects a QFont class, QFont class is related to QtGui module, you can give the family of the font and also the size of the font.

```
label.setFont(QFont("Sanserif", 15))
```

If you want to change the color of the label, than you can use *setStyleSheet()* method.

```
label.setStyleSheet('color:red')
```

As I have already said that you can add images to a label, for that we can use `setPixmap()` method, Qt provides four classes for handling images we have `QImage`, `QPixmap`, `QBitmap` and `QPicture`, in this lesson we are interested in `QPixmap`.

```
 pixmap = QPixmap('images/python.png')  
 label.setPixmap(pixmap)
```

There is a `setMovie()` method that you can add gif images to your label, for that first we need to create the object of `QMovie` class, `QMovie` class is used to show simple animations without sound. If you want to display video and media content, use the Qt Multimedia multimedia framework instead.

```
 movie = QMovie('images/sky.gif')  
 movie.setSpeed(500)  
 label.setMovie(movie)  
 movie.start()
```