Assignment 2.(c)

DESIGN FOR A PROGRAM THAT USES TKINTER WIDGETS TO ASK FOR INPUT AND CALCULATES THE VOLUME OF A SWIMMING POOL

Import tkinter module

Class:

Main function

Variable to initialise tkinter window

Create an instance of the class which leads to creation of the widgets

Method

Display():

Two entries to show volume and rate of flow

Attributes

Program purpose label

Three labels to ask for width, length and depth separately in metres

Three Entries to allow for input on above attributes

Variables to save input using get() function and convert to floats

Volume variable = w\*l\*d

Variable to change cubic metres to litres (1m3 = 1000L)

Rate of flow variable = (volume/2.5) litres/sec

Button to invoke method to display the details