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**Python 2: Getting More Out of Python  
Lesson 7, Project 1**

Handed in: 11 Mar 2015 05:44:57PM Graded: 12 Mar 2015 10:56:20AM

**Here are your instructions:**

Write a GUI-based program that provides two Entry fields, a button and a label. When the button is clicked, the value of each Entry should (if possible) be converted into a float. If both conversions succeed, the label should change to the sum of the two numbers. Otherwise it should read "\*\*\*ERROR\*\*\*."

**Your Comment:**

This was a lot of fun!

**Items Handed In**

* [Open Project Handed In](https://students.oreillyschool.com/student/project/?/.handin/160-7873-1/com.ost.jwoloson.160.7873.1.IntroGUI_Homework.zip)

**Overall Comments:**

Hi Jason,

You have produced the most AWESOME implementation of this objective I have ever seen.

I am really glad you are having fun with this !

You might be wondering about how the heck we might test these GUI projects.

If the guts are distinct from the GUI, unittest may be used on the guts. If the app is elaborate, it might be written in layers: model, view, controller. unittest could focus on model and controller to some extent.

Here in Python2, we're actually building the elements of such an application: storing emails, generating them, writing a GUI that pulls up text. It's 90% of a working email client, with much of it unittested in the projects, but not the GUI parts.

When it comes to actually pushing buttons, different tools are needed and we don't get into them.

E.g. for web interfaces, Selenium is the kind of tool you need: http://seleniumhq.org/

-Pat

**Grade:**

Great

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