

How to get inputs from user and save them in a list(Python Kivy)?

Asked 3 years, 7 months ago Modified 1 year, 2 months ago Viewed 3k times



1



I'm beginner in kivy module. I want to put 8 textboxes in screen to get input from user and then, save this inputs in a list in order to use them later!

I searched in the internet but a didn't find any thing useful.

I think I should do sth like this code: [Save text input to a variable in a kivy app](#)

But don't want to show the inputs in `shell` , I wanna save them in a list!

`python` `textbox` `kivy`

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asked Mar 28, 2019 at 16:19



Parisa Mousavi

52 1 10

2 Answers

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Py file

1

- Use a for loop to traverse through a container of all widgets e.g. `TextInput` .



Snippets



```
for child in reversed(self.container.children):  
    if isinstance(child, TextInput):  
        self.data_list.append(child.text)
```

kv file

- Use a container e.g. `GridLayout`
- Add an `id` for the container
- Add all those `Label` and `TextInput` widgets as child of `GridLayout`

Snippets

```

GridLayout:
    id: container
    cols: 2

    Label:
        text: "Last Name:"
    TextInput:
        id: last_name

```

Example

main.py

```

from kivy.app import App
from kivy.uix.screenmanager import Screen
from kivy.uix.textinput import TextInput
from kivy.properties import ObjectProperty, ListProperty
from kivy.lang import Builder

Builder.load_file('main.kv')

class MyScreen(Screen):
    container = ObjectProperty(None)
    data_list = ListProperty([])

    def save_data(self):
        for child in reversed(self.container.children):
            if isinstance(child, TextInput):
                self.data_list.append(child.text)

        print(self.data_list)

class TestApp(App):
    def build(self):
        return MyScreen()

if __name__ == "__main__":
    TestApp().run()

```

main.kv

```

#:kivy 1.11.0

<MyScreen>:
    container: container
    BoxLayout:
        orientation: 'vertical'

        GridLayout:
            id: container
            cols: 2
            row_force_default: True

```

```
row_default_height: 30
col_force_default: True
col_default_width: dp(100)

Label:
    text: "Last Name:"
TextInput:
    id: last_name

Label:
    text: "First Name:"
TextInput:
    id: first_name

Label:
    text: "Age:"
TextInput:
    id: age

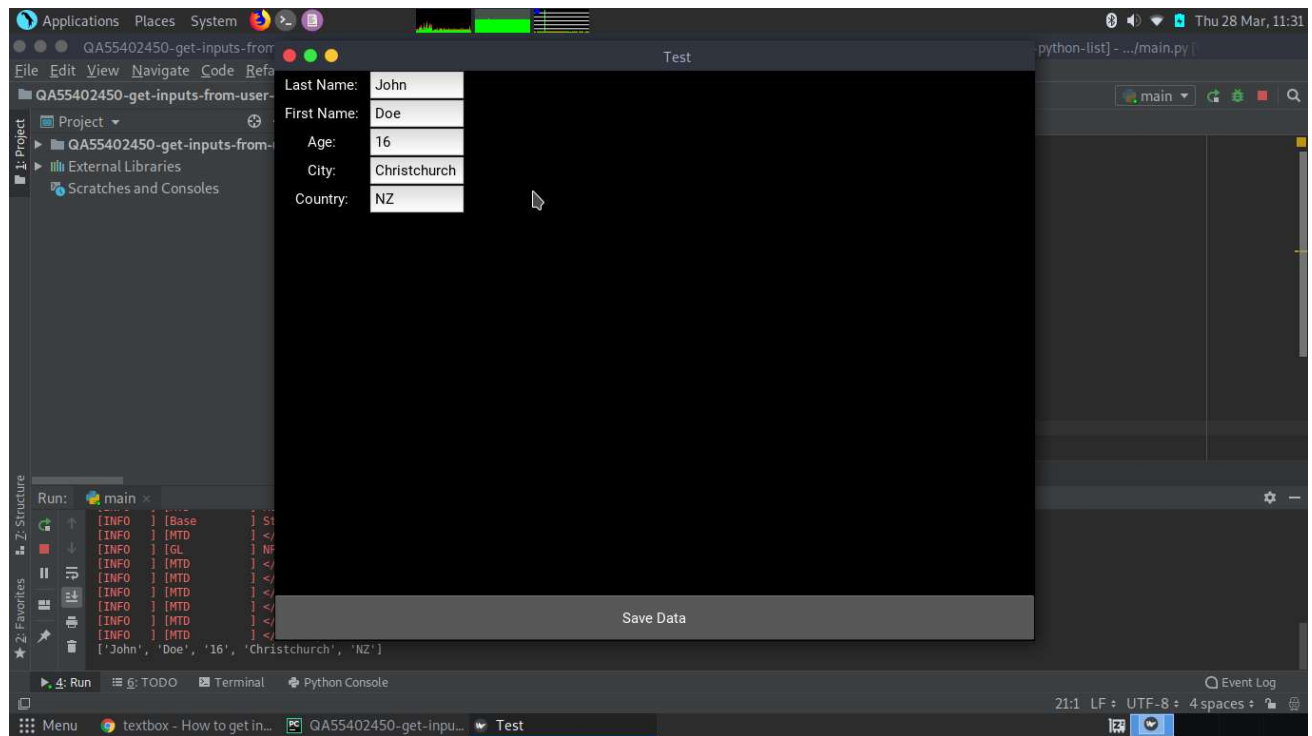
Label:
    text: "City:"
TextInput:
    id: city

Label:
    text: "Country:"
TextInput:
    id: country

Button:
    text: "Save Data"
    size_hint_y: None
    height: '48dp'

    on_release: root.save_data()
```

Output



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answered Mar 28, 2019 at 17:37



ikolim

15.4k

2

18

27

1 You need to give your text inputs `ids`, then reference the `id` of them and get their text using `.text`. `self.root` in the `TestApp` class refers to the root widget of your kv file, which is the one that doesn't have brackets (`< >`) around it, in this case the `GridLayout`.

main.py

```
from kivy.app import App

class MainApp(App):
    def get_text_inputs(self):
        my_list = [self.root.ids.first_input_id.text,
self.root.ids.second_input_id.text]
        print(my_list)
    pass

MainApp().run()
```

main.kv

```
GridLayout:
    cols: 1
    TextInput:
        id: first_input_id
    TextInput:
        id: second_input_id
    Button:
```

```
text: "Get the inputs"
on_release:
    app.get_text_inputs()
```

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answered Mar 28, 2019 at 16:30

[Erik](#)**1,156**

2

9

18

I run this codes but there is jest an empty screen! :(– [Parisa Mousavi](#) Mar 28, 2019 at 16:36

1 is the name of your kv file `main.kv` ? Since my app class is `MainApp` it looks by default to load the `main.kv` screen. – [Erik](#) Mar 28, 2019 at 18:43

I changed sth and now it does it's work carefully! Thank U – [Parisa Mousavi](#) Mar 28, 2019 at 20:10
