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| import os |
|  | import string  from Tkinter import \*  from validation import \*  class EntryValidation:  def \_\_init\_\_(self, master):  self.\_ignoreEvent = 0  self.\_ipAddrV = self.\_crdprtV = self.\_lnameV = ''  frame = Frame(master)  Label(frame, text=' ').grid(row=0, column=0,sticky=W)  Label(frame, text=' ').grid(row=0, column=3,sticky=W)  self.\_ipaddr = self.createField(frame, width=15, row=0, col=2, label='IP TAG:', valid=self.validate, enter=self.activate)  self.\_wDict = {self.\_ipaddr: ('\_ipAddrV', validNAME),  frame.pack(side=TOP, padx=15, pady=15)  def createField(self, master, label='', text='', width=1, valid=None, enter=None, row=0, col=0):  Label(master, text=label).grid(row=row, column=col-1, sticky=W)  id = Entry(master, text=text, width=width, takefocus=1)  id.bind('', valid) id.bind('', valid)  id.bind('', enter)  id.grid(row=row, column=col, sticky=W)  return id  def activate(self, event):  print ': value is', event.widget.get()  def validate(self, event):  if self.\_ignoreEvent: self.\_ignoreEvent = 0  else:  currentValue = event.widget.get()  if currentValue:  var, validator = self.\_wDict[event.widget]  nValue, replace, valid = validator(currentValue)  if replace:  self.\_ignoreEvent = 1  setattr(self, var, nValue)  event.widget.delete(0, END)  event.widget.insert(0, nValue)  if not valid:  self.\_ignoreEvent = 1  event.widget.focus\_set()  root.option\_add('\*Font', 'Verdana 10 bold')  root.option\_add('\*Entry.Font', 'Courier 10')  root.title('Entry Validation')  top = EntryValidation(root)  quit = Button(root, text='Quit', command=root.destroy)  quit.pack(side = 'bottom') root.mainloop()  from Tkinter import \*  import Image, ImageTk, os  class Scrapbook:  def \_\_init\_\_(self, master=None):  self.master = master  self.frame = Frame(master, width=400, height=420, bg='gray50', relief=RAISED, bd=4)  self.lbl = Label(self.frame)  self.lbl.place(relx=0.5, rely=0.48, anchor=CENTER)  self.images = []  images = os.listdir("images")  xpos = 0.05  for i in range(10):  Button(self.frame, text='%d'%(i+1), bg='gray10', fg='white', command=lambda s=self, img=i: \ s.getImg(img)).place(relx=xpos, rely=0.99, anchor=S) xpos = xpos + 0.08 self.images.append(images[i])  Button(self.frame, text='Done', command=self.exit, bg='red', fg='yellow').place(relx=0.99, rely=0.99, anchor=SE)  self.frame.pack() self.getImg(0) def getImg(self, img):  self.masterImg = Image.open(os.path.join("images", self.images[img])) self.masterImg.thumbnail((400, 400))  self.img = ImageTk.PhotoImage(self.masterImg) self.lbl['image'] = self.img  def exit(self): self.master.destroy() root = Tk() scrapbook.py 1 2 3 4 5 92 CHAPTER 5 SCREEN LAYOUT root.title('Scrapbook') scrapbook = Scrapbook(root) root.mainloop()  import \* |
|  | from PIL import Image |
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|  | def tag(numID,tag,ob\_img): |
|  | for i in ob\_img: |
|  | if i.num == numID: |
|  | i.tags.append(tag) |
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|  | #Funcion que abre en el formato gif a una imagen |
|  | def abrir\_img(path\_img): |
|  | path\_temp = path\_img +".gif" |
|  | try: |
|  | Image.open(path\_img).save(path\_temp) |
|  | except IOError: |
|  | print("No se puede convertir la imagen") |
|  | imagen1 = PhotoImage(file=path\_temp) |
|  | return imagen1 |
|  |  |
|  | def mostrar\_interfaz(ob\_img): |
|  | num = buscar\_avance(ob\_img) ## Falta definir esta funcion |
|  | ventana = Tk() |
|  | ventana.title("Clasificador de Imagenes") |
|  | ventana.config(bg="gray") |
|  | ventana.geometry("600x700") |
|  |  |
|  | Label = Label(ventana, image = abrir\_img(ob\_img[0].ruta)) |
|  | Label.grid(row=1,column=2) |
|  |  |
|  | boton\_verdes = button(ventana,"Ojos verdes") |
|  | boton\_verdes.button.grid(row=1,column=1) |
|  |  |
|  |  |
|  | boton\_negros = button(ventana, "Ojos negros") |
|  | boton\_negros.button.grid(row=1,column=2) |
|  |  |
|  | boton\_azules = button(ventana, "Ojos azules") |
|  | boton\_azules.button.grid(row=1,column=3) |
|  |  |
|  | ventana.mainloop() |
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