



Vidyavardhini's College of Engineering & Technology

Department of Computer Engineering

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Experiment No. 7
Creating GUI with python containing widgets such as labels, textbox, radio, checkboxes and custom dialog boxes
Date of Performance:
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## Experiment No. 7

**Title:** Creating GUI with python containing widgets such as labels, textbox, radio, checkboxes and custom dialog boxes

**Aim:** To study and create GUI with python containing widgets such as labels, textbox, radio, checkboxes and custom dialog boxes

**Objective:** To introduce GUI, TKinter in python

### Theory:

Python offers multiple options for developing GUI (Graphical User Interface). Out of all the GUI methods, tkinter is the most commonly used method. It is a standard Python interface to the Tk GUI toolkit shipped with Python. Python with tkinter is the fastest and easiest way to create the GUI applications. Creating a GUI using tkinter is an easy task.

To create a tkinter app:

Importing the module – tkinter

Create the main window (container)

Add any number of widgets to the main window

Apply the event Trigger on the widgets.

Importing tkinter is same as importing any other module in the Python code. Note that the name of the module in Python 2.x is 'Tkinter' and in Python 3.x it is 'tkinter'.



**Code:**

```
from tkinter import *

def clear_fields():

    entry_name.delete(0, END)

    entry_email.delete(0, END)

    entry_course.delete(0, END)

    entry_semester.delete(0, END)

    entry_contact.delete(0, END)

base = Tk()

base.title("Registration Form")

base.geometry("400x250")

label_name = Label(base,
text="Name:")

label_email = Label(base,
text="Email:")

label_course = Label(base,
text="Course:")

label_semester = Label(base,
text="Semester:")
```



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```
label_contact = Label(base,  
text="Contact Number:")
```

```
entry_name = Entry(base)
```

```
entry_email = Entry(base)
```

```
entry_course = Entry(base)
```

```
entry_semester = Entry(base)
```

```
entry_contact = Entry(base)
```

```
button_submit = Button(base,  
text="Submit")
```

```
button_clear = Button(base,  
text="Clear",  
command=clear_fields)
```

```
label_name.grid(row=0, column=0,  
padx=10, pady=5)
```

```
entry_name.grid(row=0, column=1,  
padx=10, pady=5)
```

```
label_email.grid(row=1, column=0,  
padx=10, pady=5)
```

```
entry_email.grid(row=1, column=1,  
padx=10, pady=5)
```



```
label_course.grid(row=2, column=0,  
padx=10, pady=5)
```

```
entry_course.grid(row=2, column=1,  
padx=10, pady=5)
```

```
label_semester.grid(row=3,  
column=0, padx=10, pady=5)
```

```
entry_semester.grid(row=3,  
column=1, padx=10, pady=5)
```

```
label_contact.grid(row=4, column=0,  
padx=10, pady=5)
```

```
entry_contact.grid(row=4,  
column=1, padx=10, pady=5)
```

```
button_submit.grid(row=5,  
columnspan=2, padx=10, pady=10)
```

```
button_clear.grid(row=6,  
columnspan=2, padx=10, pady=5)
```

```
base.mainloop()
```



**Output:**

A screenshot of a Tkinter window titled "Registration Form". The window has a blue title bar with standard minimize, maximize, and close buttons. The main area is light gray and contains five text input fields labeled "Name:", "Email:", "Course:", "Semester:", and "Contact Number:". Below the fields are two buttons, "Submit" and "Clear", stacked vertically. The window is displayed on a dark background.

**Conclusion:**

GUI package TKinter has been studied and implemented.