Table of Contents

PYTHON FOR DESKTOP APPLICATIONS	1
About the Author	3
Table of Contents	4
Preface	7
What this book covers	7
What you need for this book	8
Who this book is for	8
How to use this book	9
Conventions	9
Reader feedback	11
Downloading example code	11
Chapter 1: Introduction and environment setup	14
1.1. Introduction	14
PIP	16
Wheels	16
Virtual Environment	17
GIL	19
CLI and GUI	20
1.2. Environment Setup	22
Python and choosing the right version	22
32-bit or 64-bit?	23
Editor	23
Git	24
First Python application	24

Second Python application	27
Working with Virtual Environment	29
1.3. References	33
Chapter 2: Create a File Downloader with Tkinter	34
2.1. Create a basic GUI application with Tkinter	34
2.2. Create a Python downloader application	41
Create a console file downloader with progress	41
Create a GUI file downloader	47
Exercises	60
2.3. Create executable (.exe) for GUI Downloader App	61
What about other packager?	61
Install dependencies	62
Pack the GUI Downloader	62
UPX or NOUPX	65
2.4. Create installer for GUI Downloader App	68
Working with NSI file	69
Run the setup	77
2.5. References	84
Chapter 3: Create a Music Player with Kivy	85
3.1. Preparing the environment	86
3.2. Simple GUI with Kivy	88
3.3. Working with .kv file	92
3.4. Create a music player application with Kivy	97
Kivy Logger	108
3.5. Create an executable for Python Music Player	110

3.6. References	116
Chapter 4: Debugging	117
4.1. Remove -w option	118
4.2. Use file logger	120
4.3. Remember data files	120
4.4. UPX and vcruntime140.dll	121
4.5. Use DependencyWalker (Windows only)	121
4.6. Use another packager	126
Using cx_Freeze	126
4.7. References	132
Appendix 1: List of figures	133
Appendix 2: List of examples	136