

EVENUE

A project by Christina Weir
<https://github.com/ksu-is/evenue>

```
# Import everything from tkinter
from tkinter import *

# Import Image Library
from PIL import ImageTk, Image

# Create the main interface
root = Tk()

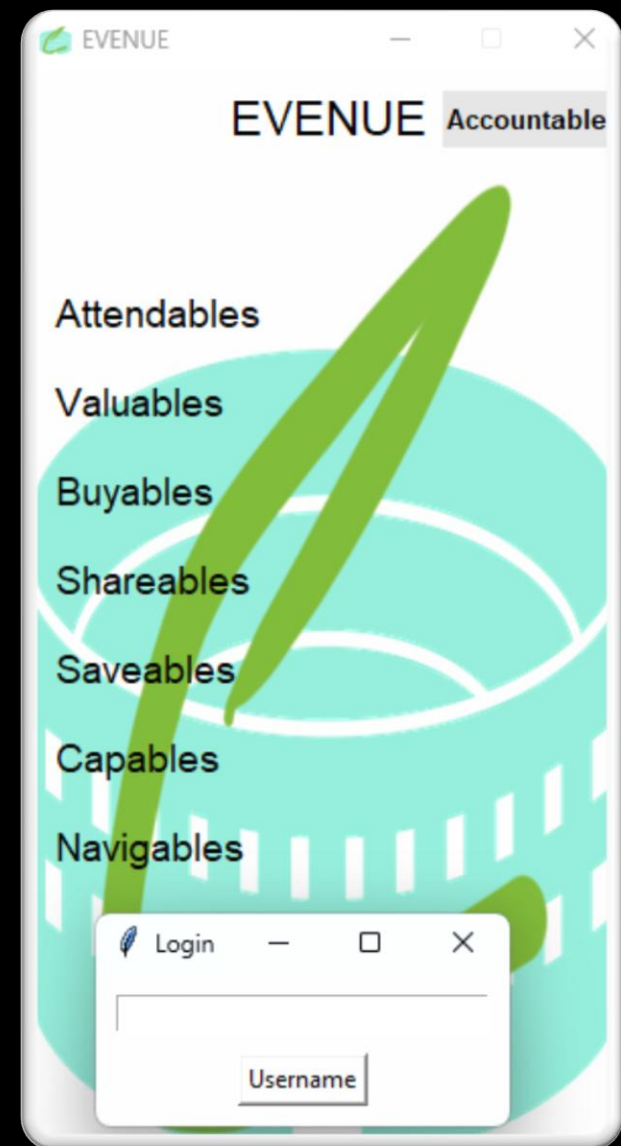
# Title the Main App Interface
root.title('EVENUE')
root.iconbitmap('thumbnail_PNG_image.ico')

# Set a phone-like window size and prevent arbitrary resizing for predictable layout
PHONE_WIDTH = 300
# reduce overall height per request
PHONE_HEIGHT = 540
root.geometry(f'{PHONE_WIDTH}x{PHONE_HEIGHT}')
root.resizable(False, False)
```

#A preliminary interface set up with icon

Create a culture for your venue presence online.
Sell merch directly to the patrons who love your venue's brand and...

Notify patrons of events that may interest them.
Share content that will drive both interest, and sales.
Provide an easy interface for patrons to learn all there is you have to offer.



```
login.py > ...
1 from tkinter import *
2
3
4 def entry():
5     """Show a simple login dialog in a Toplevel window.
6
7     This function can be safely imported without creating windows; calling
8     it will open a Toplevel and return immediately.
9     """
10    win = Toplevel()
11    win.title("Login")
12
13    # Create a user input window inside the Toplevel
14    ent = Entry(win, width=30)
15    ent.pack(padx=10, pady=10)
16
17    # Defines the function for the button on the screen
18    def myClick():
19        username = ent.get().title()
20        hello = "Welcome " + username
21        myLabel01 = Label(win, text=hello)
22        myLabel01.pack()
23
24    myButton00 = Button(win, text="Username", command=myClick)
25    myButton00.pack(padx=10, pady=(0,10))
```

#A preliminary login function

```
def merch():
    top = Toplevel(root)
    top.title("Buyables")
    Label(top, text="Buyables\nA page that shows products for sale.").pack(padx=10, pady=10)
```

#A preliminary definition for a button function on the main interface