

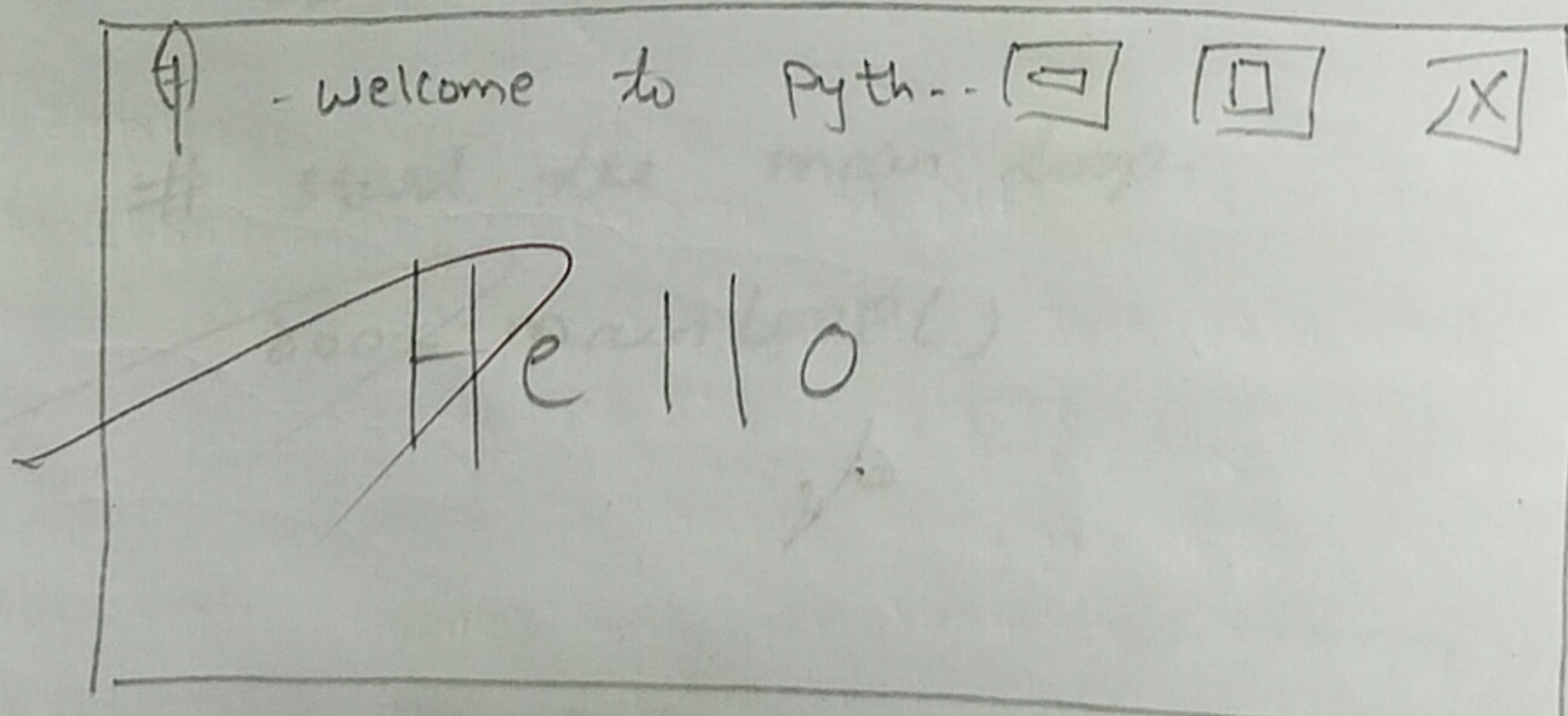
Task 11 use Tkinter module for UI design

Date: 8/10/25

Aim: To use Tkinter module for UI design

Algorithm:

- 1) Import tkinter module.
- 2) Create a main window.
- 3) Create a label with desired text.
- 4) Add the label to the main window using pack() method.
- 5) Define a function to change text style.
- 6) Create a button to call the function when clicked.
- 7) Add the button to the main window using pack() method.
- 8) Start the main loop.



Program :-

```
# import tkinter as tk
```

```
button = tk.Button(text="Change font style")
```

```
button.config(font=("Arial", 18, "bold"))
```

```
# create main window
```

```
root = tk.Tk()
```

```
label = tk.Label(text="Hello World!", font="Helvetica"))
```

```
# create label with displayed text
```

```
(("Helvetica", 14))
```

```
# Add label to main window
```

```
label.pack()
```

```
# create button to change font style
```

```
button = tk.Button(text="Change font", command=
```

```
changeFont)
```

```
button.pack()
```

```
# Add button to main window
```

~~800x mainloop()~~

```
# start the main loop
```

10

- 8) 34524 200 14781 (cont.)
bushes) the ground
9) 499 916 person w/ 300 mmo equipment
motor cycles.
10) 52823 & 916 to 911 916 information.
11) Details of transmission no speeds 4416 3636'
12) 499 916 1000 quiet hours
13) 52846 & 916 1000 3636' 1000
14) 916 & 1000 P1800 Hello
15) 200000 800000 1000000 □ 大
16) 200000 800000 1000000

- Algorithm:
- Import the `tkinter` module
 - Create a main window
 - Add labels and text-boxes to the window
 - Set the size of the text-boxes
 - Create a button to submit to the values
 - Get the values entered in the text-boxes
 - When the button is clicked, it will
 - Close the main window when the button is clicked.

Table 11-2 shows how to use `tkinter` module to create a user interface GUI program with a Python code. It uses a value from the user to calculate the sum of two numbers.

root = Entry(3, get())

root = Entry(2, get())

root = Entry(1, get())

in this text-box

create a function to get the value entered

entry 3, config (width=30)

entry 2, config (width=30)

entry 1, config (width=30)

set the size of the text-box

entry 3 = Tk.Entry(root)

label3 = Tk.Label(root, text="Enter value 3:",

entry 2 = Tk.Entry(root)

label2 = Tk.Label(root, text="Enter volume 2:",

entry 1 = Tk.Entry(root)

label1 = Tk.Label(root, text="Enter value 1:",

create labels and text-boxes

root . title ("Text-Box Input")

root = Tk.Tk()

create the main window

import tkinter as tk

Program:

M

b) (7)(B)(6) - [] 100 words

1) Embargo 1970 1/1/1970 1/31/1970

13 JULY 2014

Enter Value 2, 3

1865. 1.D

Center Value

□ - - - - - (b)

✓ before from 1876 1877 & ~~1878~~ 1879 (tempo) enough
of 1878 was taken "one step" up to 1879
1877-8 "one of the best" of Bradman's 18

result, this is the program using using this module for UI design was executed and written successfully.

VELTECH	
8/10	SIGN WITH DATE
5	TOTAL (20)
5	RECORD (5)
5	VIVAVOCIE (5)
5	RESULT AND ANALYSIS (5)
5	PERFORMANCE (5)
5	EX-No.

add the label - text - box and button to the main window
create a button to submit the values entered
print ("Value 1:", val1)
print ("Value 2:", val2)
print ("Value 3:", val3)
in the text - box
the main window.
label 1. pack()
label 2. pack()
entry 1. pack()
label 2. pack()
entry 2. pack()
label 3. pack()
submit - button . pack()
print the main loop
add the label - text - box and button to the main window
print the main loop