Table of Contents

PYTHON FOR DESKTOP APPLICATIONS	2
Copyright	3
About the Author	4
Table of Contents	5
Preface	8
What this book covers	8
What you need for this book	9
Who this book is for	9
How to use this book	10
Conventions	10
Reader feedback	12
Downloading example code	12
Chapter 1: Introduction	15
1.1. Introduction	15
PIP	17
Wheels	17
Virtual Environment	18
GIL	20
CLI and GUI	21
Anaconda and Miniconda	22
1.2. Environment Setup	24
Python and choosing the right version	24
32-bit or 64-bit?	25
Editor	25

Git	26
First Python application	26
Second Python application	29
Working with Virtual Environment	31
1.3. References	35
Chapter 2: Create a File Downloader with Tkinter	36
2.1. Create a basic GUI application with Tkinter	37
2.2. Create a Python downloader application	44
Create a console file downloader with progress	44
Create a GUI file downloader	50
Exercises	63
2.3. Create executable (.exe) for GUI Downloader App	64
What about other packager?	64
Install dependencies	65
Pack the GUI Downloader	65
UPX or NOUPX	68
2.4. Create installer for GUI Downloader App	71
Working with NSI file	72
Run the setup	80
2.5. References	87
Chapter 3: Create a Music Player with Kivy	88
3.1. Preparing the environment	90
3.2. Simple GUI with Kivy	91
3.3. Working with .kv file	95
3.4. Create a music player application with Kivy	100

Kivy Logger	111
3.5. Create an executable for Python Music Player	113
3.6. References	119
Chapter 4: Debugging	120
4.1. Remove -w option	121
4.2. Use file logger	123
4.3. Remember data files	123
4.4. UPX and vcruntime140.dll	124
4.5. Use DependencyWalker (Windows only)	124
4.6. Use another packager	129
Using cx_Freeze	129
4.7. References	134
Appendix 1: List of figures	135
Appendix 2: List of examples	138