

Table of Contents

PYTHON FOR DESKTOP APPLICATIONS	2
Copyright.....	3
About the Author	4
By the same Author	5
Table of Contents.....	6
Preface.....	9
What this book covers	9
What you need for this book.....	11
Who this book is for	12
How to use this book	13
Conventions	14
Reader feedback.....	16
Downloading example code.....	17
Chapter 1: Introduction	19
1.1. Introduction	19
PIP	21
Wheels	21
Virtual Environment	22
GIL	24
CLI and GUI	25
Anaconda and Miniconda.....	27
1.2. Environment Setup	29
Choosing the right Python version	29
32-bit or 64-bit?	30

Text Editor	30
Git	31
The first Python application	31
The second Python application	35
Working with Virtual Environment	37
1.3. References	40
Chapter 2: Creating a File Downloader with Tkinter	41
2.1. Creating a basic GUI application with Tkinter	42
2.2. Creating a Python downloader application	49
Creating a console file downloader with progress information.....	49
Creating a GUI file downloader.....	55
Exercises	68
2.3. Creating a executable (.exe) for the GUI Downloader App	69
What about other packager?.....	69
Installing dependencies	70
Packing the GUI Downloader.....	70
UPX or NOUPX.....	73
2.4. Creating an installer for GUI Downloader App	76
Working with the NSI file	77
Running the setup	85
2.5. References	93
Chapter 3: Creating a Music Player with Kivy.....	94
3.1. Preparing the environment	96
3.2. Creating a simple GUI with Kivy	97
3.3. Working with .kv files	101

3.4. Creating a music player application with Kivy	106
Kivy Logger	117
3.5. Creating an executable for the Python Music Player.....	119
3.6. References.....	124
Chapter 4: Debugging.....	125
4.1. Removing the -w option	126
4.2. Using a file logger.....	128
4.3. Data files	128
4.4. UPX and vcruntime140.dll	129
4.5. Using DependencyWalker (Windows only)	129
4.6. Using another packager	134
Using cx_Freeze.....	134
4.7. References.....	139
Appendix 1: List of figures	140
Appendix 2: List of examples	143