

Task :- 11

Date :- 06/10/25

Task 11 - Use Tkinter module for UI design.

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 font 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.
```

```
# function to change font style.
```

```
def change_font():  
    label.config(font = ("Arial", 18, "bold"))
```

```
# create main window.
```

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

```
# create label with desired text.
```

```
label = tk.Label(root, text = "Hello, world", font = ("Helvetica",  
14))
```

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

```
label.pack()
```

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

```
button = tk.Button(root, text = "change font", command =  
change_font)
```

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

```
button.pack()
```

```
# start the main loop.
```

```
root.mainloop()
```

Task 11.2:- Write a Python GUI program to create three single line text-box to accept a value from the user using Tkinter.

Algorithm:-

1. Import the tkinter module.
2. Create the main window.
3. Add labels and text-boxes to the main window.
4. Set the size of the text-boxes.
5. Create a button to submit the values entered in the text-boxes.
6. Get the values entered in the text-boxes when the button is clicked.
7. Close the main window when the button is clicked.

Program:-

```
import tkinter as tk

# create the main window.
root = tk.Tk()
root.title("Text - Box Input")

# create labels and text-boxes.
label 1 = tk.Label(root, text = "enter value 1:")
entry 1 = tk.Entry(root)
label 2 = tk.Label(root, text = "enter value 2:")
entry 2 = tk.Entry(root)
label 3 = tk.Label(root, text = "enter value 3:")
entry 3 = tk.Entry(root)

# set the size of the text-boxes.
entry 1 . config (width = 30)
entry 2 . config (width = 30)
entry 3 . config (width = 30)

# create a function to get the values
entered in the text-boxes.
def get - values():
    val 1 = entry 1 . get()
    val 2 = entry 2 . get()
    val 3 = entry 3 . get()
    print ("value 1:", val 1)
    print ("value 2:", val 2)
    print ("value 3:", val 3)
```

output:-

enter value 1:

enter value 2:

enter value 3:

create a button to submit the values entered in the text-boxes.

submit-button = tk.Button(root, text="submit", command=get-values)

Add the labels, text-boxes, and button to the main window.

label 1.pack()

entry 1.pack()

label 2.pack()

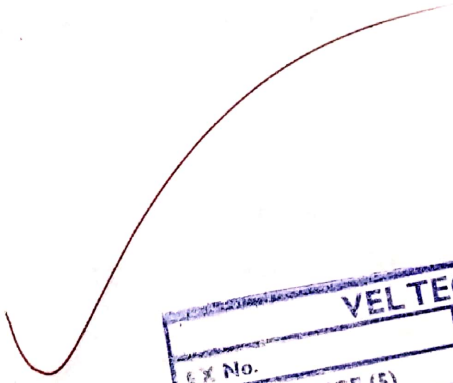
entry 2.pack()

label 3.pack()

entry 3.pack()

submit-button.pack()

Run the main event loop root.mainloop()



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Result:- Thus the program using Tkinter module for UI design was executed and verified successfully.