



PROJECT REPORT

ON

Weight Converter with GUI using Tkinter

Submitted by:

Dev Singh

Roll No. 51

Aayushi Gupta

Roll no. 01

Ayush Gautam

Roll no. 15

Anmol Bhardwaj

Roll No. 28

Divyanshu Jadon

Roll No.58

Deepak Chaudhary

Roll No.49

Anikt

Roll N o. 23

Abhay Chaudhary

Roll No. 03

CONTENT

- INTRODUCTION
- OBJECTIVE
- STEPS TO CREATE
- USE CASE DIAGRAM
- E-R DIAGRAM
- CONCLUSION
- REFERENCE

INTRODUCTION

Weight conversion means to multiply the value of a unit with the standard conversion value. In this article, I will take you through how to create a weight converter GUI with Python programming language.

The standard weight conversion values include:

1. 1 milligram = 0.001 gram
2. 1 centigram = 0.01 gram
3. 1 decigram = 0.1 gram
4. 1 kilogram = 1000 grams
5. 1 gram = 1000 milligrams
6. 1 ton = 2000 pounds
7. 1 pound = 16 ounces

Objective

The Weight converter In Python is a simple project developed using Python. This project is a GUI application that converts your weight into different units. Here, you have to enter the weight in kg and the result will be in other different units. And, the user will see the weight from kilograms(kg) to pounds, ounces, or grams. This project is an interesting and useful project.

This Weight Converter is in Python. Talking about the features of this Converter, the user can convert their weight by entering the value of their weight from Kilogram to pounds, ounces, and grams. You can just enter the numbers you want to involve in calculations and click the button with the "Convert" sign for the results. Module Used – Tkinter()-It is a standard Python interface to the Tk GUI toolkit shipped with Python. Python with Tkinter outputs the fastest and easiest way to create GUI applications. Creating a GUI using Tkinter is an easy task. Also, the design of this system is pretty simple so that the user won't get any difficulties while working on it.

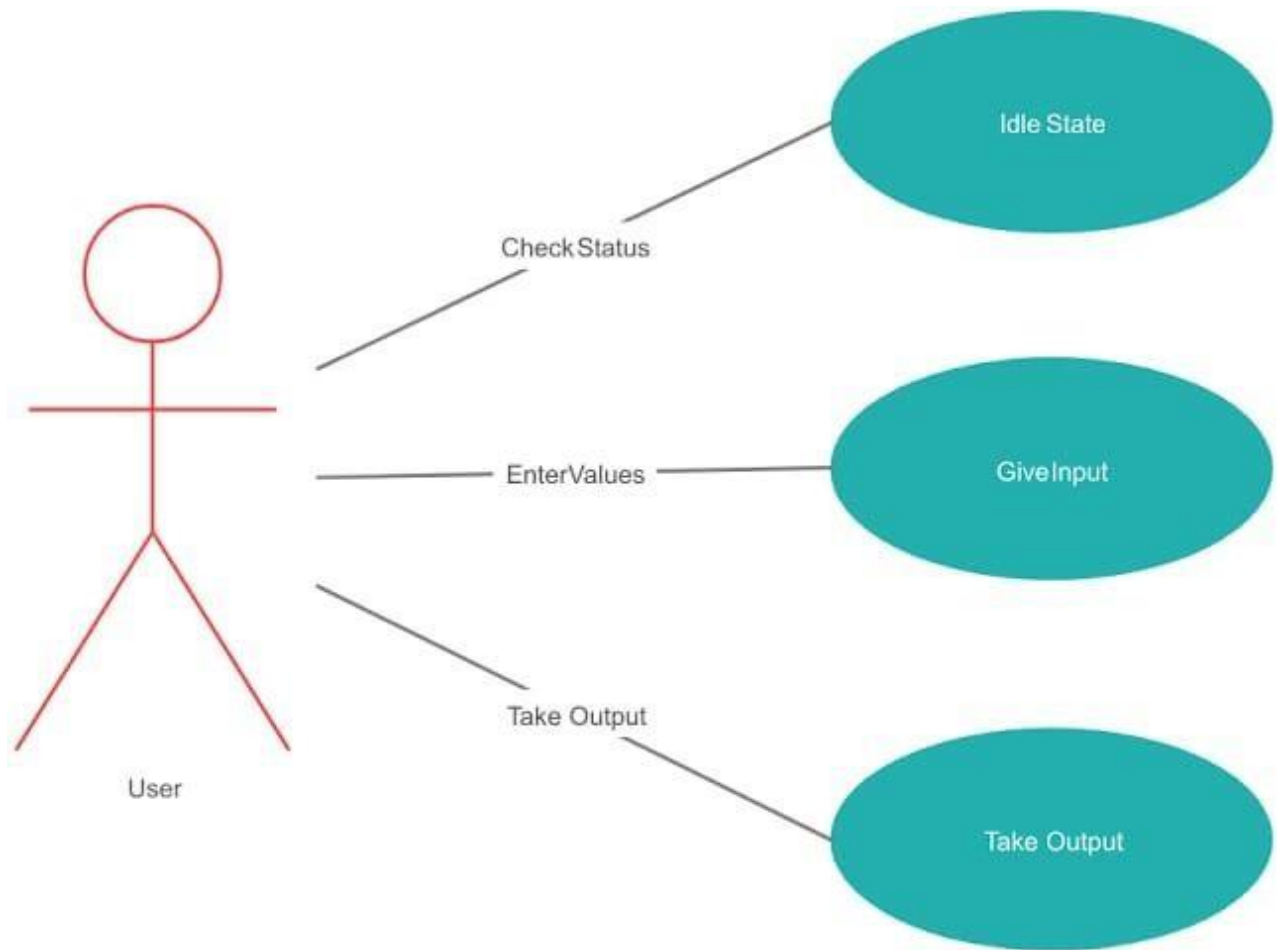
Steps to Create a Tkinter:

- Importing the module – tkinter
- Create the main window (container)
- Add any number of widgets to the main window
- Apply the event Trigger on the widgets.

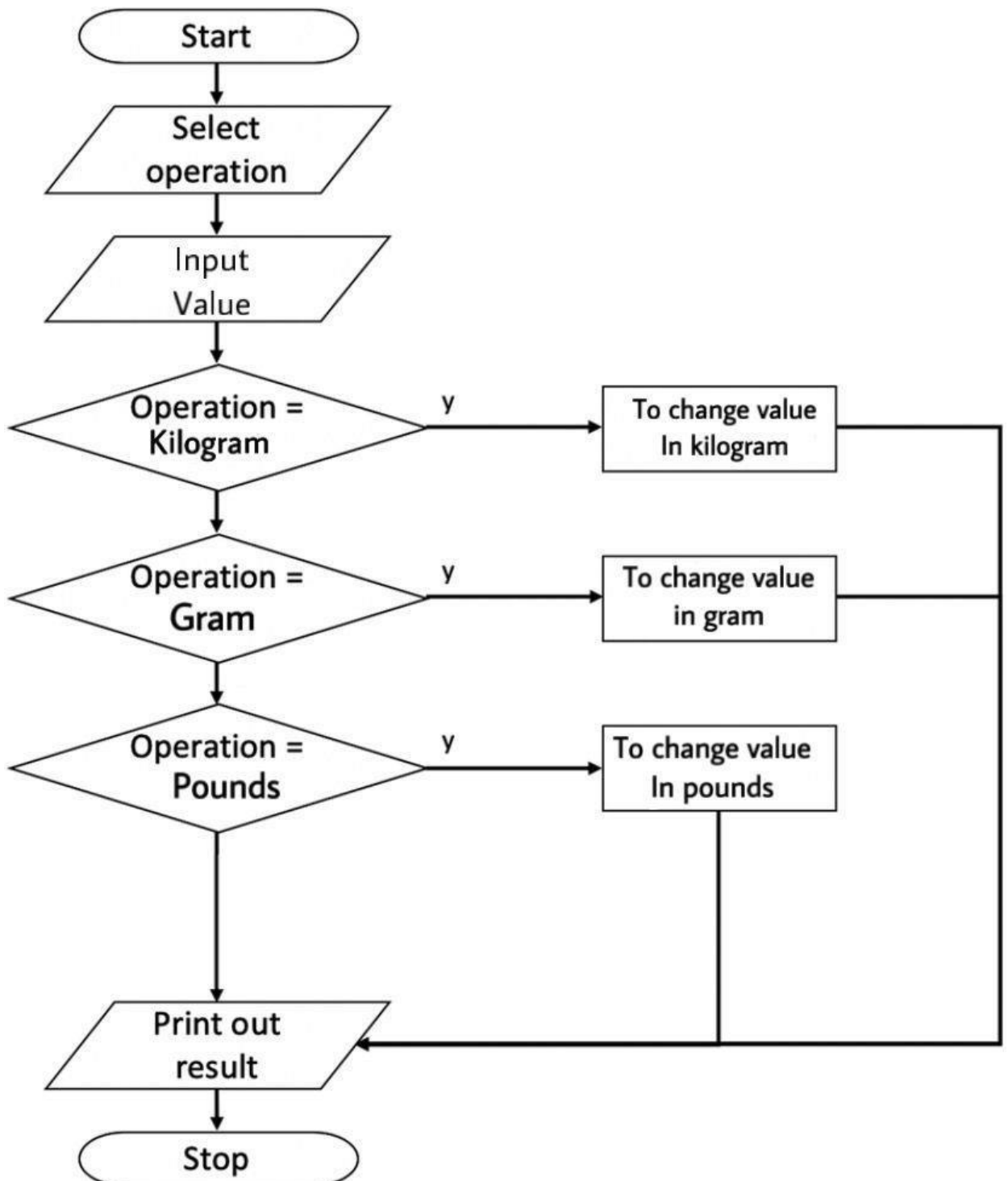
Below is what the GUI looks like:



USE CASE DIAGRAM



ER DIAGRAM



Conclusion:

In this tutorial, you learned how to get started with Python GUI programming. **Tkinter** is a compelling choice for a Python GUI framework because it's built into the Python standard library, and it's relatively painless to make applications with this framework.

Throughout this tutorial, you've learned several important Tkinter concepts:

- ❖ How to work with **widgets**
- ❖ How to control your application layout with **geometry managers**
- ❖ How to make your applications **interactive**
- ❖ How to use five basic Tkinter **widgets** (Label, Button, Entry, Text, and Frame)

References:

