**EASYGUI CHEAT SHEET**

I was going to create this from nothing, but then saw Geeks for Geeks had some good examples, so I ‘borrowed’ them. Originals are [HERE](https://www.geeksforgeeks.org/easygui-text-box/).

Don’t forget that you need ‘import easygui’ on the top line of your code to made sure the module commands are able to be used.

| BOX TYPE | EXAMPLE | CODE | PURPOSE |
| --- | --- | --- | --- |
| Message Box |  | Basic:  (message)  example\_1 = easygui.msgbox(“Hello”)  Detailed:  (message, title, button)  example\_2 = easygui.msgbox(“This is the message”, “This is the title”, “This is the button text”) | To display a message to the user. Once displayed, clicking the button will move the user onto the next applicable line of code. |
| Enter Box |  | Basic:  (message)  example\_1 = easygui.enterbox(“What is your name?”)  Detailed:  (message, title, default text)  example\_2 = easygui.enterbox(“This is the message”, “This is the title”, “Enter here.”) | To gather a string of characters. Anything that the user enters will be registered as a string, so best not to use with numbers, unless you want to convert them to integers afterwards. |
| Integer Box |  | Basic:  (message)  example\_1 = easygui.integerbox(“How old are you?”)  Detailed:  (message, title, default text, lowerbound, upperbound)  example\_2 = easygui.integerbox(“This is the message”, “This is the title”, “Enter here”, 0, 100) | To gather numbers from the user. Has to be an integer, so a decimal number (float) will not be valid. Has a built- in number checker with the box and you can specify the limits to the number. |
| Choice Box |  | Basic:  (message, choices)  example\_1 = easygui.choicebox(“What burger would you like?”, choices=[“Ham”, “Cheese”, “Big Mac”])  Detailed:  (message, title, choices)  Buttons = [“Ham”, “Cheese”, “Big Mac”]  example\_2 = easygui.buttonbox(“This is the message”, “This is the title”, choices=Buttons) | Allows the user to select an item in a list. The item that the user selects will be saved as the variable. |
| Button Box |  | Basic:  (message, choices)  example\_1 = easygui.buttonbox(“What burger would you like?”, choices=[“Ham”, “Cheese”, “Big Mac”])  Detailed:  (message, title, choices)  Buttons = [“Ham”, “Cheese”, “Big Mac”]  example\_2 = easygui.buttonbox(“This is the message”, “This is the title”, choices=Buttons) | Allows the user to select an item in a list. The item that the user selects will be saved as the variable.  Same function as choice box, but different visuals. |
| Yes No Box |  | Basic:  (message)  example\_1 = easygui.ynbox(“Are you over 14”)  Detailed:  (message, title)  example\_2 = easygui.ynbox(“This is the message”, “This is the title”) | Gives a yes/no choice for the user. Outputs a TRUE/FALSE result from the selection (Yes = True, No = False), can be handy breaking out of while loops. |
| Password Box |  | Basic:  (message)  example\_1 = easygui.passwordbox(“Please enter your password”)  Detailed:  (message, title, default password)  example\_2 = easygui.passwordbox(“This is the message”, “This is the title”, “password.”) | Is basically like an enter box, but the characters being inputted are obscured for privacy. |