

wxPython and wxFormBuilder

jsliang.tw@gmail.com

Jenny Liang

a GUI toolkit for Python

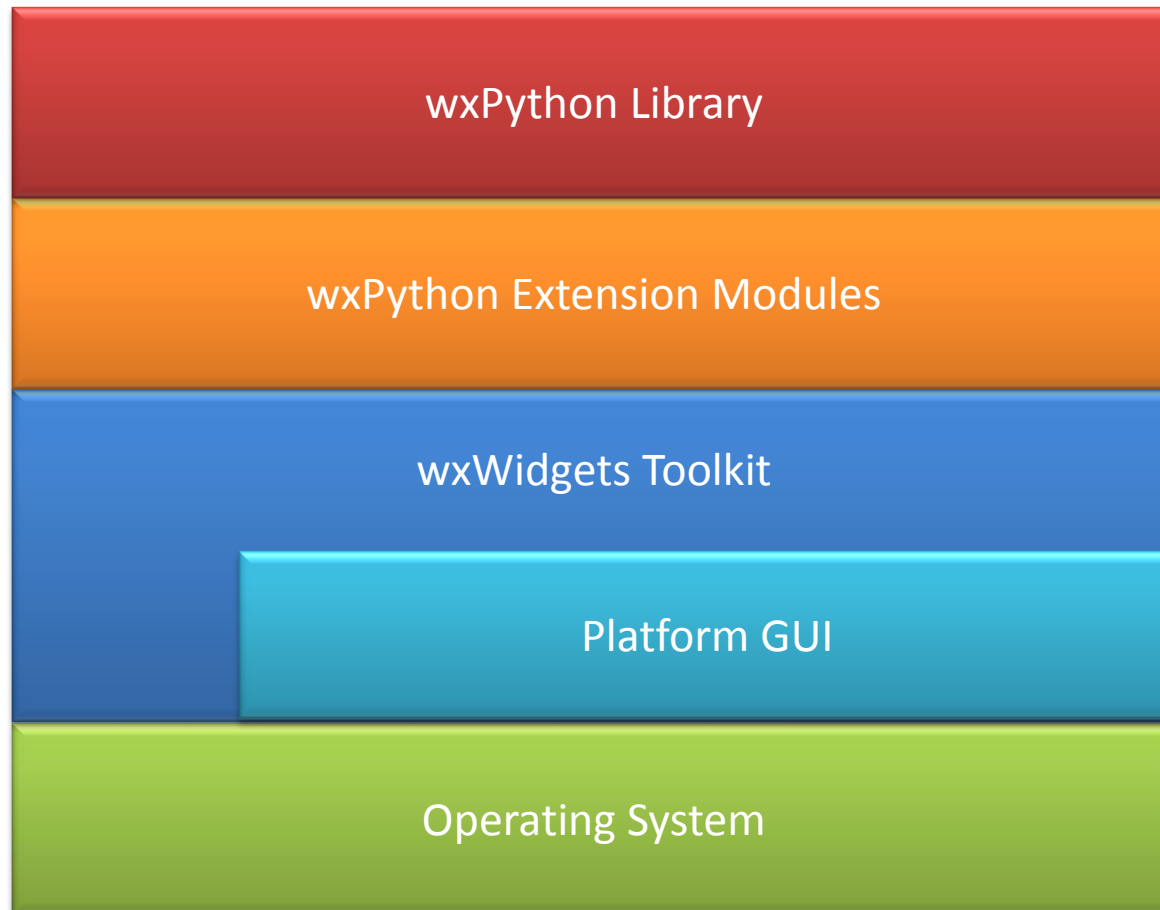
wxPython

Introduction to wxPython

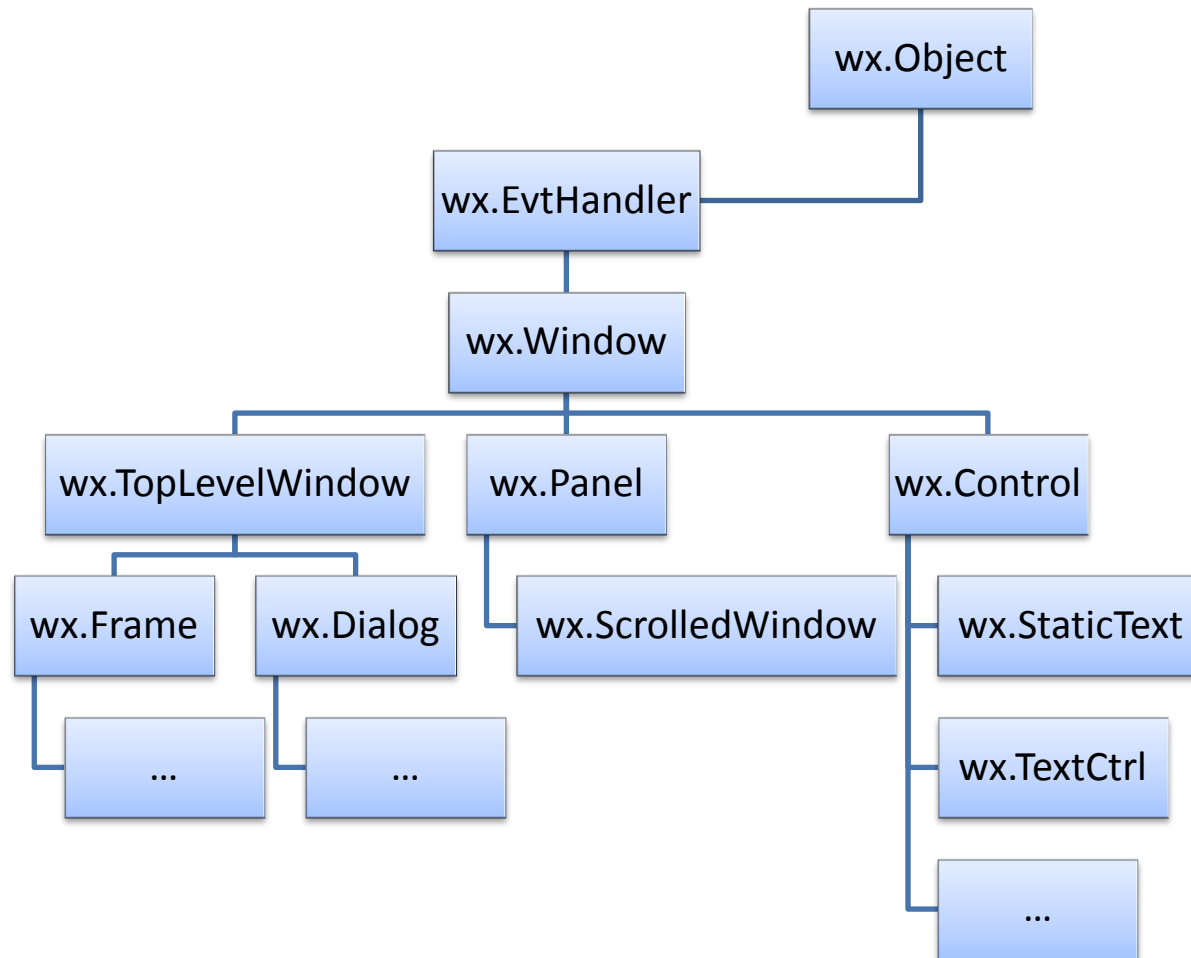
wxPython is a GUI toolkit for Python.

- Download: <http://wxpython.org/>
- Built upon the **wxWidgets C++ toolkit**
 - See <http://wxWidgets.org/>
- Cross platform
 - Windows, Linux, Unix, OS X
 - Uses native widgets/controls, plus many platform independent widgets.

Architecture



Partial Class Hierarchy



Windows or Frames?

- A **wx.Window** is the base class from which all visual elements are derived.
 - buttons, menus, etc
- What we normally think of as a program window is a **wx.Frame**.

Getting started with wxPython

<http://wiki.wxpython.org/Getting%20Started>

- A First Application: "Hello, World"
- Building a simple text editor

A First Application: "Hello, World"

```
#!/usr/bin/env python
```

```
import wx
```

```
# Create a new app, don't redirect stdout/stderr to a window.
```

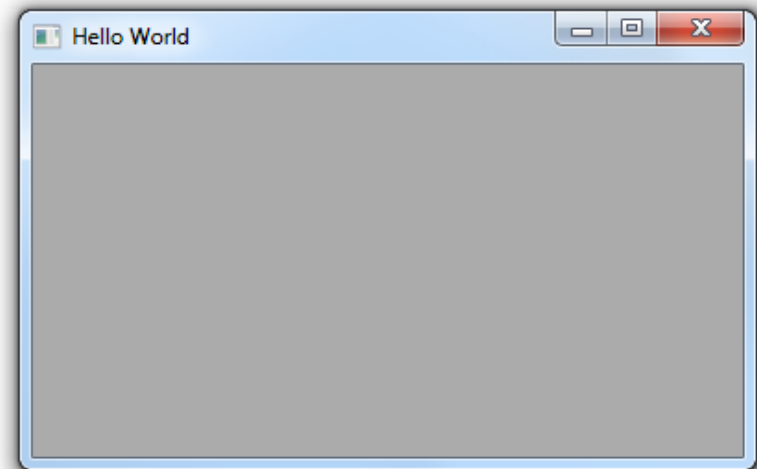
```
app = wx.App(False)
```

```
# A Frame is a top-level window.
```

```
frame = wx.Frame(None, wx.ID_ANY, "Hello World")
```

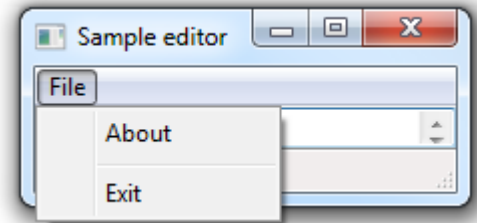
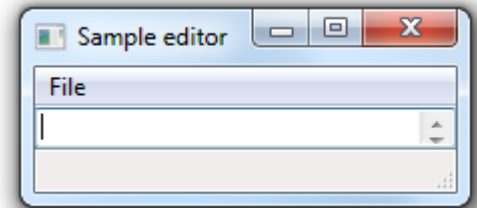
```
frame.Show(True) # Show the frame.
```

```
app.MainLoop()
```



A Simple Text Editor with Menu

```
import wx
class MainWindow(wx.Frame):
    def __init__(self, parent, title):
        wx.Frame.__init__(self, parent, title=title, size=(200,100))
        self.control = wx.TextCtrl(self, style=wx.TE_MULTILINE)
        self.CreateStatusBar() # A Statusbar in the bottom of the window
        filemenu = wx.Menu() # Setting up the menu.
        # wx.ID_ABOUT and wx.ID_EXIT are standard IDs provided by wxWidgets.
        filemenu.Append(wx.ID_ABOUT, "&About", "Information about this program")
        filemenu.AppendSeparator()
        filemenu.Append(wx.ID_EXIT, "E&xit", "Terminate the program")
        # Creating the menubar.
        menuBar = wx.MenuBar()
        menuBar.Append(filemenu, "&File") # Adding the "filemenu" to the MenuBar
        self.SetMenuBar(menuBar) # Adding the MenuBar to the Frame content
        self.Show(True)
app = wx.App(False)
frame = MainWindow(None, "Sample editor")
app.MainLoop()
```

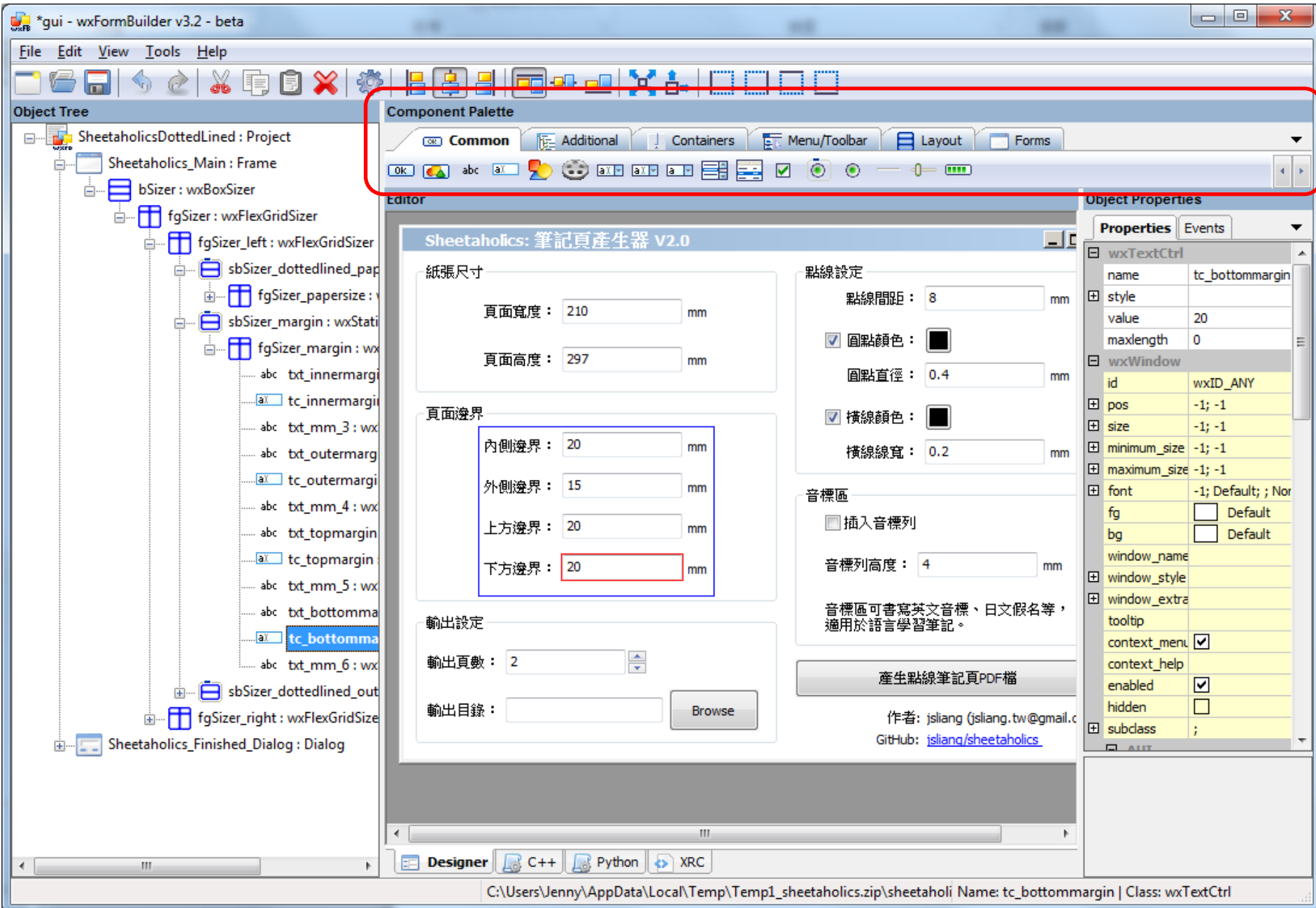


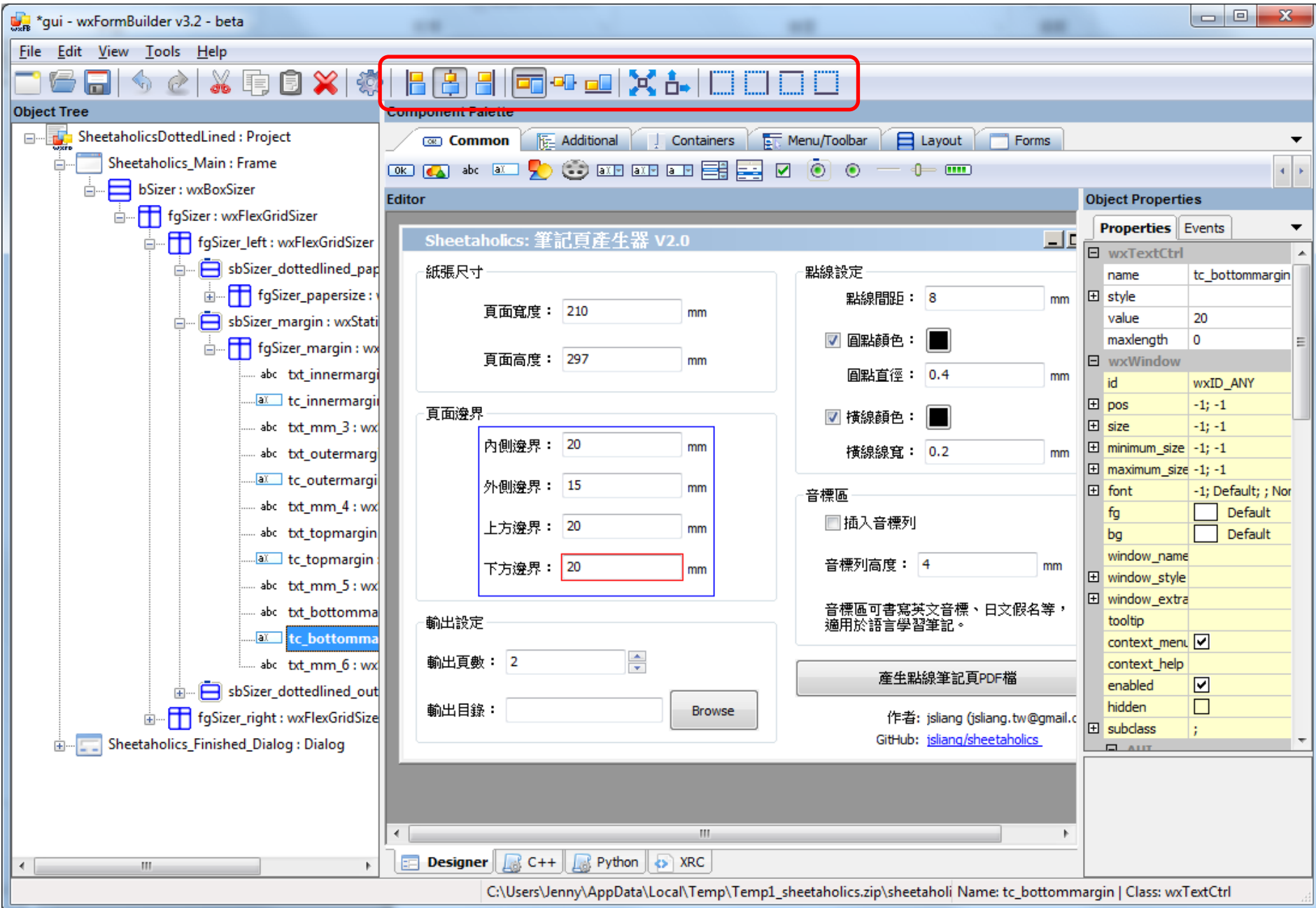
GUI designer application for wxWidgets toolkit

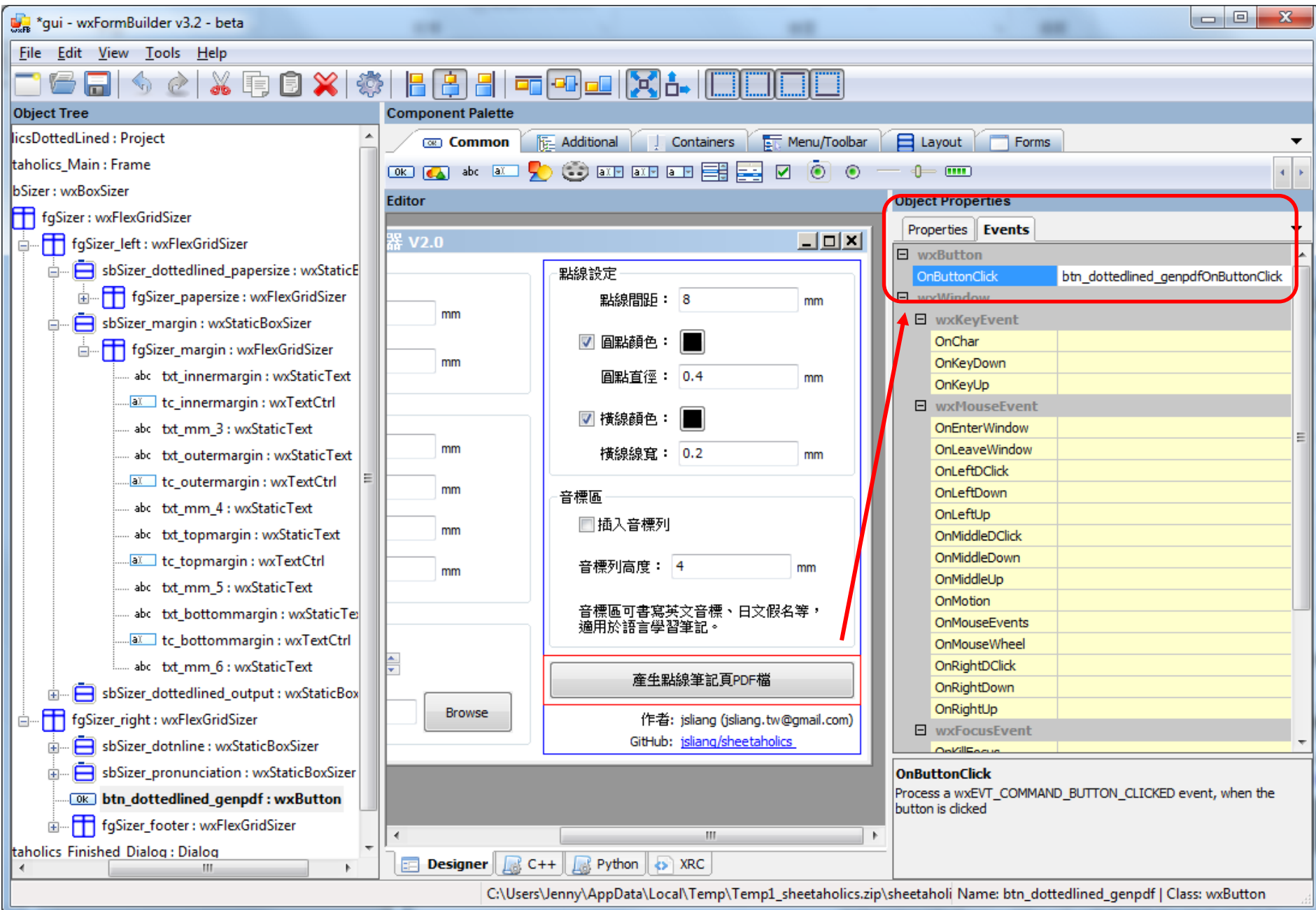
wxFormBuilder (wxFB)

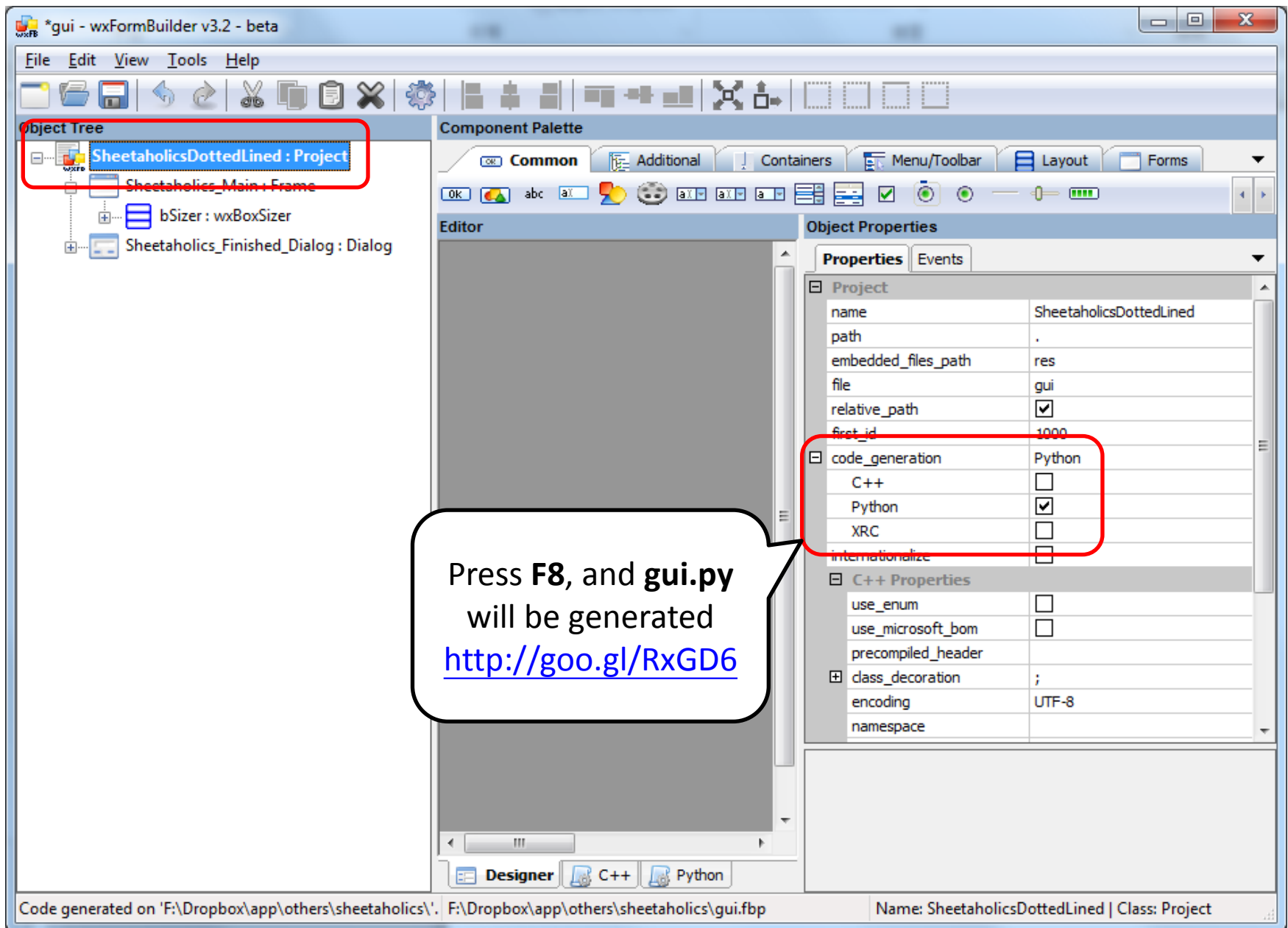
Introduction to wxFB

- **wxFormBuilder** is an open source GUI designer application for **wxWidgets** toolkit.
 - a visual development tool
 - File extension: *.fbp
 - can emit C++ (*.h & *.cpp), **Python** (*.py) and XRC (*.xrc) codes
- **wxFormBuilder** have a rich set of supported widgets.
 - <http://en.wikipedia.org/wiki/WxFormBuilder>









Event Handlers (1/2)

file: *gui.py* (generated by wxFB)

import wx

import wx.xrc

#####

Class Sheetaholics_MainFrame

#####

class Sheetaholics_Main (wx.Frame):

def __init__(self, parent):

... (codes for layout)

Connect Events

self.btn_dottedlined_genpdf.Bind(wx.EVT_BUTTON, self.btn_dottedlined_genpdfOnButtonClick)

def __del__(self):

pass

Virtual event handlers, override them in your derived class

def btn_dottedlined_genpdfOnButtonClick(self, event):

event.Skip()

Event Handlers (2/2)

file: *main.py*

import gui # import gui.py, which was generated by wxFB

import wx

class Sheetaholics_MainFrame(gui.Sheetaholics_MainFrame): # inherit gui.Sheetaholics_MainFrame

def __init__(self, parent):

gui.Sheetaholics_MainFrame.__init__(self, parent)

handler for Sheetaholics_MainFrame event

def btn_dottedlined_genpdfOnClick(self, event):

... (*event handler contents here*)

class SheetaholicsMain(wx.App):

def OnInit(self):

self.m_frame = Sheetaholics_MainFrame(None)

self.m_frame.Show()

return True

app = SheetaholicsMain(0)

app.MainLoop()

References

- wxWidgets
 - <http://wxwidgets.org/>
- wxPython
 - <http://wxpython.org/>
 - <http://wiki.wxpython.org/How%20to%20Learn%20wxPython>
 - <http://wiki.wxpython.org/Getting%20Started>
- wxFormBuilder
 - <http://wxformbuilder.org/>
 - <http://sourceforge.net/apps/mediawiki/wxformbuilder/index.php?title=Tutorials>
 - <http://en.wikipedia.org/wiki/WxFormBuilder>

Q&A