Task 11: Use Tkinter module for UI design

Alm:

To use Tkinter module for UI design.

Mil wribe a Python GUT Program to create a label and change the label fint style (fint name, bold, size) using thinter module.

Algorithm 1

I Importation thater module. Create a man window & Creater label with desired best and add the tabel to the main window white Packl).

2 Define a function to change fint Style

3. Create a button to call the function of add button to main window using Packers method. Start the mark loop.

Program

import thinter as th

def change_font():

label. config (font=("Avial", 18, "bold"))

voot=tk.7k()

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

label.pack()

button=tk. Button (not, text="Change Font", command=change_font)

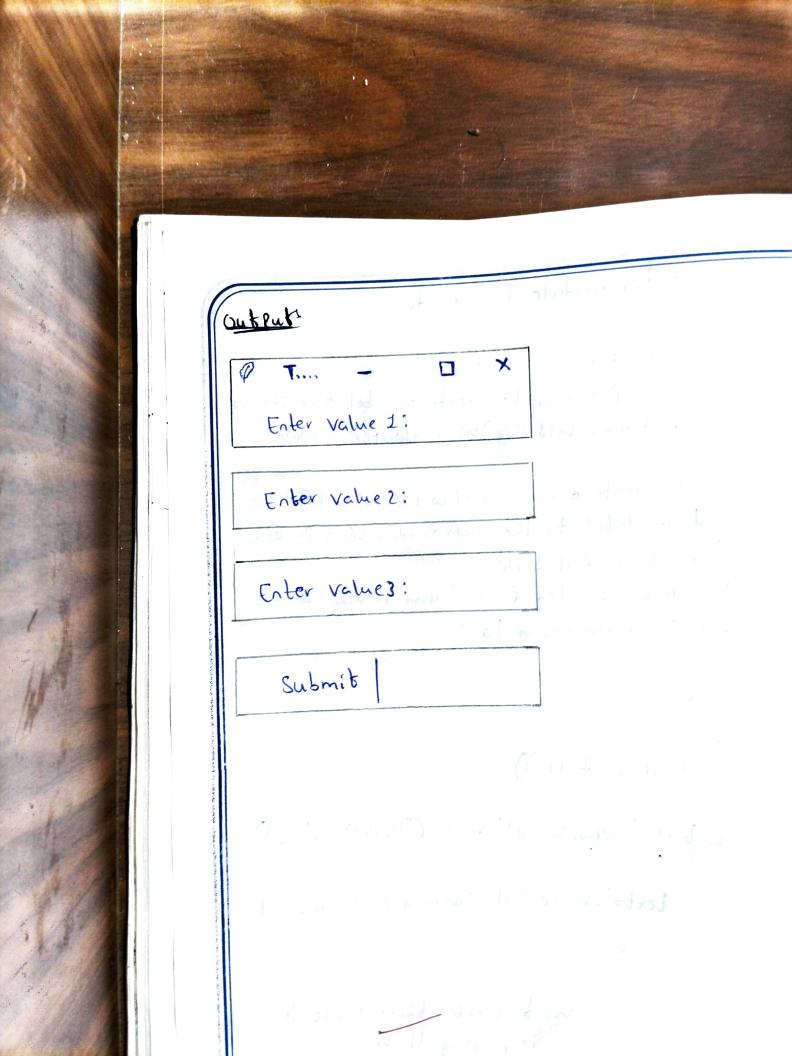
button, Pack()

11.27 Write a Python GUI Program to create three single line text-box to accept a value from the user using thinker

Algorithm:

- 1. Import the tkinter module.
- 2. Create the main window.
- 3. Add labels and text-boxes to main window
- 4. Set the size of the text-boxes.
- S. Creabe a button to submit the values entered in the text-boxes.

output Hello, World! Change Font



```
6. Get the values entered in the text-boxes when the button clicked
 7. Close the man window when the button is clicked.
 Program!
 import thinter as th
root=tk.Tk()
root. title ( Text-Box Input")
label = ER. Label (root, text="Enter value 1:")
entry = tk. Entry (not)
label2 = tk.Label (not, text="Enter value 2:")
entry = tk. Entry ( root)
label3 = tk. Label (root, text="Enter value3:")
enby 3 = tk, Entry (rook)
enbryz. config (width=30)
entry 2 config (width = 30)
entrys. config (width=30)
def get_values():
    val1=entry2, get()
    valz = entry 2, get()
    valz = entry 3. 9 etc)
   Print ("Value 1: ", val 1)
   Print ("value 21", val 2)
   Print ( Value 3: ", val3)
Submit_button= tk. Button (root, text="Submit", commend=get_values)
label 1. Pack (8)
entry 1, Pack()
                                                          VELTECH
label 2. Pack()
                                                 PEREORMANCE (5)
entryz, Pack()
                                                 WESCHLT AND ANALYSIS (5)
1abel 3. Pack()
                                                 VIVA VOCE (5)
enbryz, Pack()
                                                 RECORD (5)
                                                  TAL (20)
Submit_button. Pack()
                                                    TH DATE
root, maintoop ()
Result Thus, the Program using thinker module for UI
 was executed and verified successfully.
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