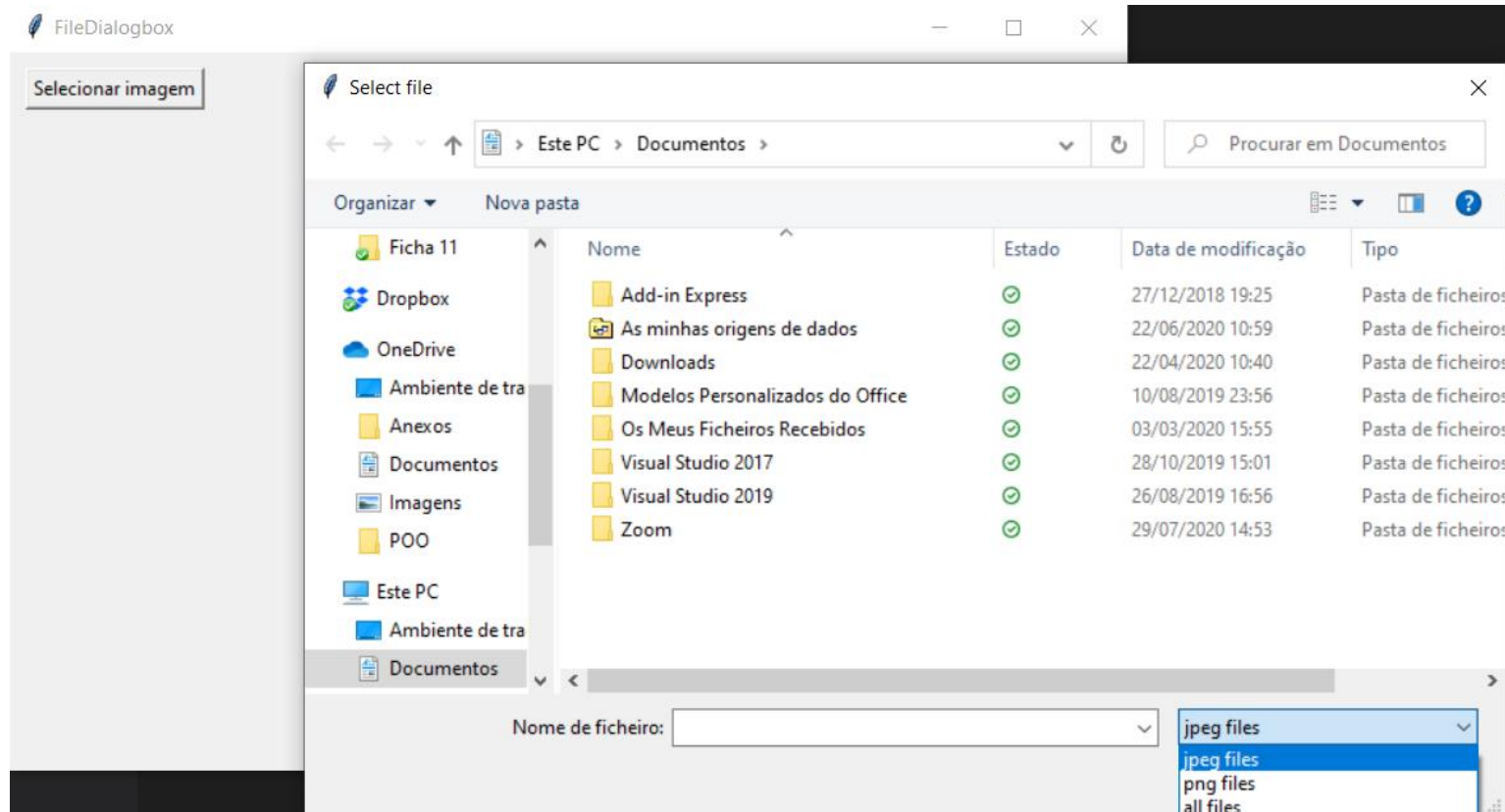


## ALGORITMIA E ESTRUTURAS DE DADOS

### MÓDULO V TKINTER — FILE DIALOGS

TECNOLOGIAS E SISTEMAS DE INFORMAÇÃO PARA A WEB

## ❖ File Dialogs



## ❖ File Dialogs

```
exemplo2.py 7 ❏ escome_imagem
# Biblioteca Tkinter: UI
from tkinter import *
from tkinter import ttk # treeview
from tkinter import filedialog # filedialog boxes
from PIL import ImageTk, Image
```

- ❑ Módulo **filedialogbox** permite criar componentes do tipo caixas de diálogo que permitam:
  - ❑ Selecionar um ficheiro de uma pasta
  - ❑ Guardar um ficheiro numa pasta
  - ❑ Abrir uma pasta e seleccionar o seu conteúdo
  - ❑ etc...

## ❖ File Dialogs

```
exemplo2.py > escome_imagem
# Biblioteca Tkinter: UI
from tkinter import *
from tkinter import ttk # treeview
from tkinter import filedialog # filedialog boxes
from PIL import ImageTk, Image
```

- ❑ Módulo **filedialogbox** permite criar componentes do tipo caixas de diálogo que permitam:

Métodos do módulo	
filedialog.asksaveasfilename()	Directory, Title, Extension)
filedialog.asksaveasfile()	
filedialog.askopenfilename()	Directory, Title, Extension
filedialog.askopenfile()	
filedialog.askdirectory()	None
filedialog.askopenfilenames()	
filedialog.askopenfiles()	

## ❖ File Dialogs

```
# Biblioteca Tkinter: UI
from tkinter import *
from tkinter import ttk # treeview
from tkinter import filedialog # filedialog boxes
from PIL import ImageTk,Image

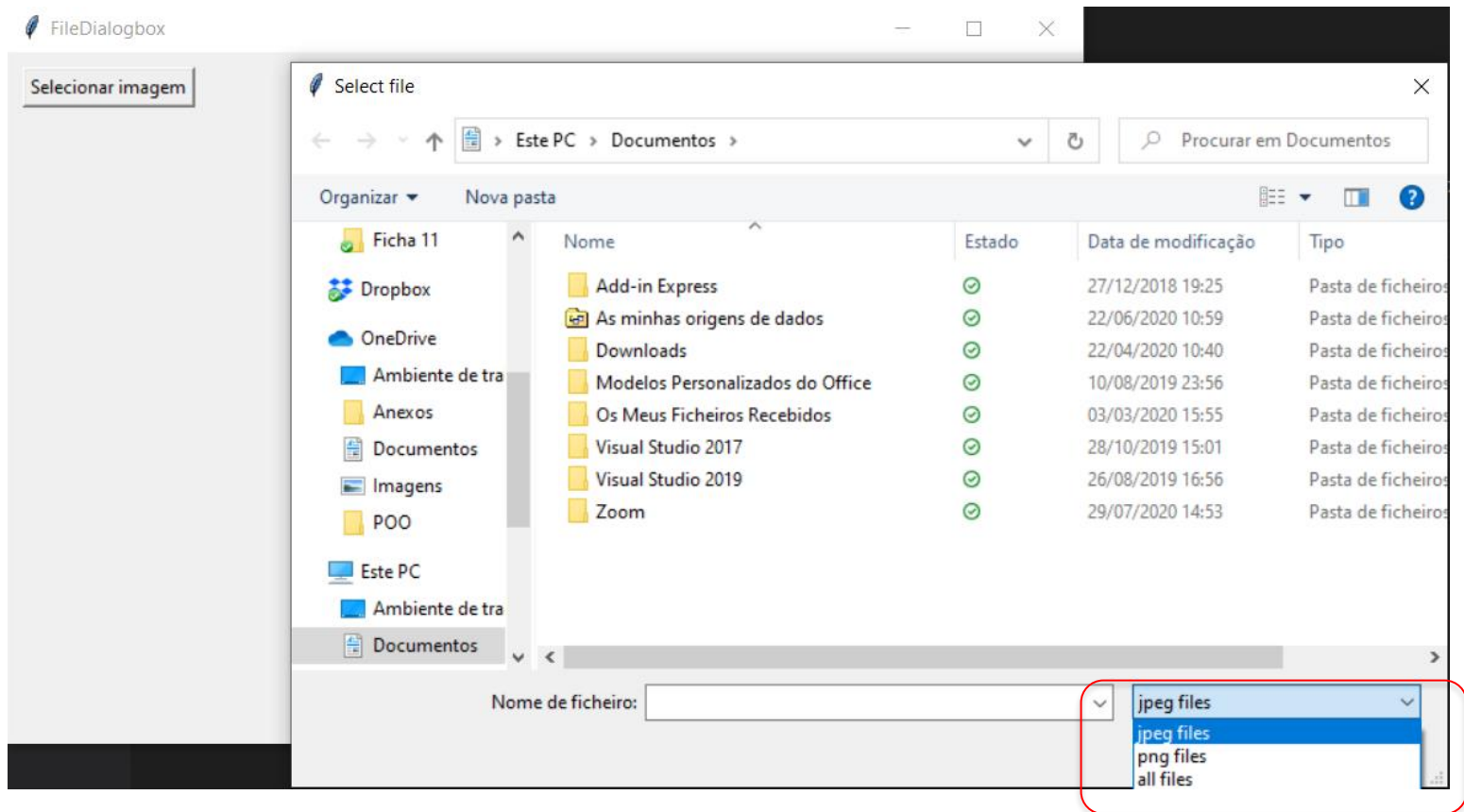
def escolhe_imagem():
    filename = filedialog.askopenfilename(title = "Select file",filetypes = (("jpeg files","*.jpg"),("png files", "*.png"), ("all files","*.*")))

window=Tk() # invoca classe tk , cria a "main window"
window.geometry("700x450")
window.title('FileDialogbox')

#----- Button 1 -----
btn1 = Button(window, text = "Selecionar imagem", command = escolhe_imagem)
btn1.place(x=10, y=10)

window.mainloop() # event listening loop by calling the mainloop()
```

## ❖ File Dialogs



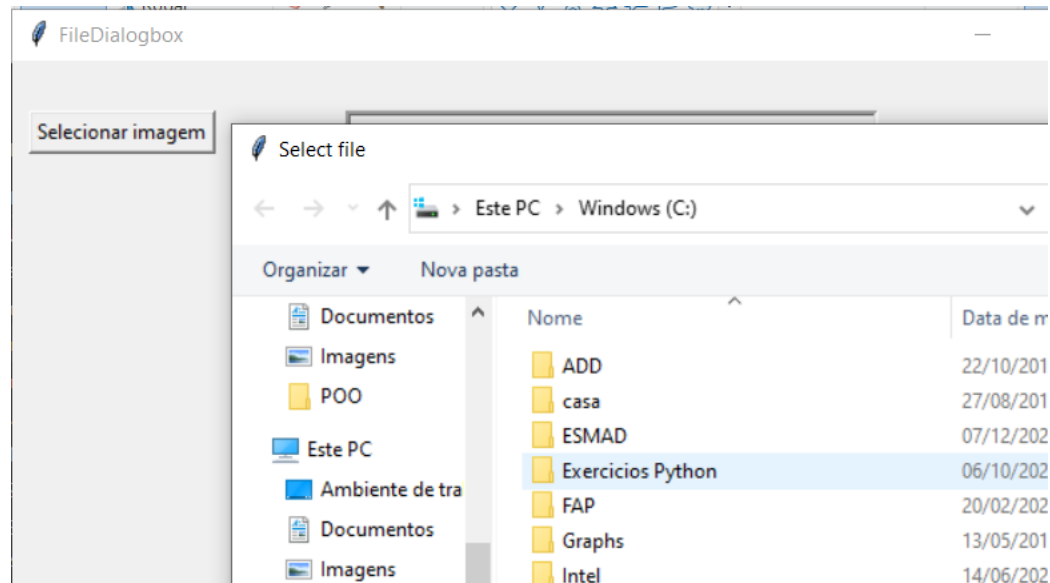
## ❖ File Dialogs

```
def escolhe_imagem():  
    # file dialog, para seleccionar ficheiro em disco  
    filename = filedialog.askopenfilename(initialdir = "/", title = "Select file", filetypes = (("jpeg
```

Path inicial

Título da file dialog

Extensões disponíveis



## ❖ File Dialogs

```
window=Tk()    # invoca classe tk , cria a "main window"
window.geometry("700x450")
window.title('FileDialogbox')

#----- Button 1 -----
btn1 = Button(window, text = "Selecionar imagem", command = escolhe_imagem)
btn1.place(x=10, y=30)

# Panel
panel1 = PanedWindow(window, width = 320, height = 190, bd = "3", relief = "sunken")
panel1.place(x=200, y=30)

# container Canvas, usado para aplicações de desenho: imagens e formas geométricas
canvas = Canvas(panel1, width = 280, height = 150, bd = 4, relief = "sunken")
canvas.place(x=10, y=10)

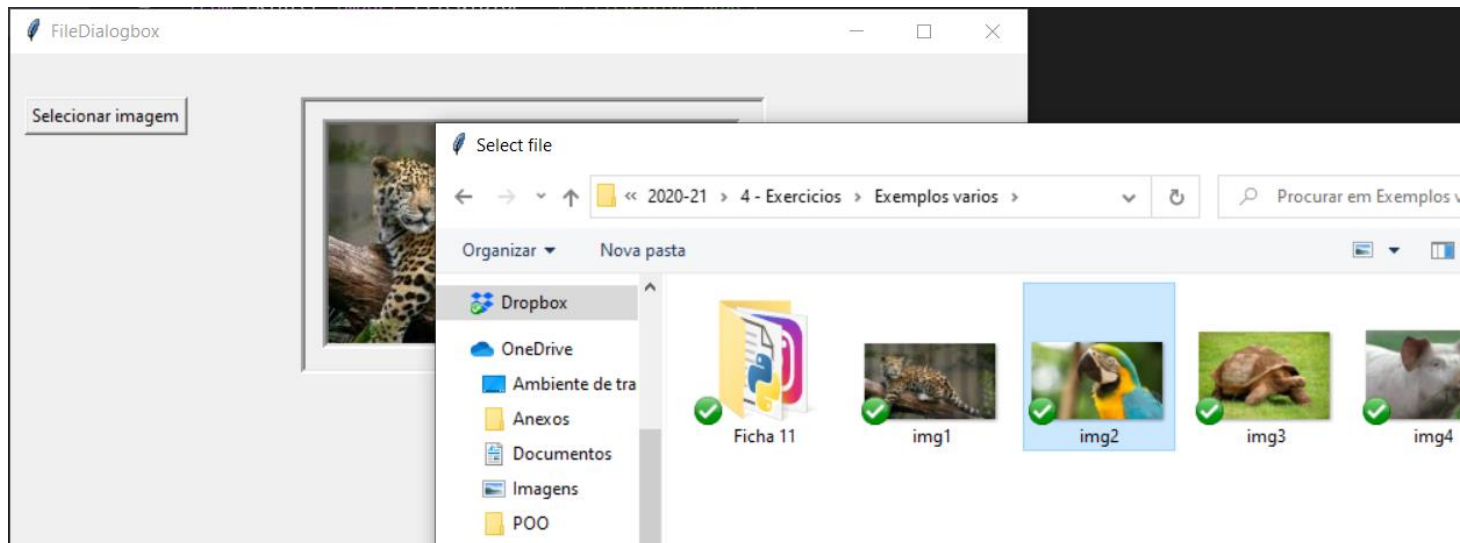
img = ImageTk.PhotoImage(file = "img1.jpg")
# set first image on canvas
image_id = canvas.create_image(0, 0, anchor='nw', image=img)

window.mainloop()    # event listening loop by calling the mainloop()
```



## ❖ File Dialogs

```
def escolhe_imagem():  
    # file dialog, para seleccionar ficheiro em disco  
    filename = filedialog.askopenfilename(initialdir = "/", title = "Select file",filetypes = (("jpeg files","*.jpg"),(  
  
    global img  
    img = ImageTk.PhotoImage(file = filename)  
    canvas.itemconfig(image_id, image=img)
```



## ❖ File Dialogs

