Travel Form Using Checkbuttons & Entry Widget | Python Tkinter GUI Tutorial In Hindi #11

In this tutorial, we'll make a Travel form using Label, Button, CheckButton and Entry widgets, and grid() method. The title of the form is created using the Label() widget. Different text sections are made with the Label() and are appropriately placed using the grid() method. The inputs for the entry sections are defined, and entry sections are created using the Entry() widget and placed using the grid() method.

Code is described below:

Copy

```
from tkinter import *

root = Tk()

def getvals():
    print("It works!")
root.geometry("644x344")
#Heading
Label(root, text="Welcome to Harry Travels", font="comicsansms 13 bold", pady=15).grid(row=0, column=3)

#Text for our form
```

```
name = Label(root, text="Name")
phone = Label(root, text="Phone")
gender = Label(root, text="Gender")
emergency = Label(root, text="Emergency Contact")
paymentmode = Label(root, text="Payment Mode")

#Pack text for our form
name.grid(row=1, column=2)
phone.grid(row=2, column=2)
gender.grid(row=3, column=2)
emergency.grid(row=4, column=2)
paymentmode.grid(row=5, column=2)

# Tkinter variable for storing entries
namevalue = StringVar()
phonevalue = StringVar()
gendervalue = StringVar()
emergencyvalue = StringVar()
paymentmodevalue = StringVar()
foodservicevale = IntVar()


#Entries for our form
nameentry = Entry(root, textvariable=namevalue)
phoneentry = Entry(root, textvariable=phonevalue)
genderentry = Entry(root, textvariable=gendervalue)
emergencyentry = Entry(root, textvariable=emergencyvalue)
paymentmodeentry = Entry(root, textvariable=paymentmodevalue)

# Packing the Entries
nameentry.grid(row=1, column=3)
phoneentry.grid(row=2, column=3)
genderentry.grid(row=3, column=3)
```

```
emergencyentry.grid(row=4, column=3)
paymentmodeentry.grid(row=5, column=3)

#Checkbox & Packing it
foodservice = Checkbutton(text="Want to prebook your meals?", variable = foodservicevalue)
foodservice.grid(row=6, column=3)

#Button & packing it and assigning it a command
Button(text="Submit to Harry Travels", command=getvals).grid(row=7, column=3)



root.mainloop()
```

- Importing *tkinter* is the same as importing any other module in the Python code. Note that the name of the module in Python 2.x is '*Tkinter,*' and in Python 3.x, it is '*tkinter*'.

```
from tkinter import *
```

- To define a function 'def' (i.e. here the function getvals() is defined) is used and use the get() method on the Entry objects (i.e. uservalue and passvalue).

```
def getvals():
    print("It works")
```

- To create the main window, Tkinter offers a method, 'Tk'. To change the name of the window, you can change the className to the desired one.

```
root = Tk()
```

- To set the dimensions of the Tkinter window and to set the position of the main window on the user's desktop, the geometry() function is used. As in the example: the width is 655 pixels and height is 333 pixels, so we can write the function as *geometry(655x333).*

```
root.geometry("644x344")
```

- The heading is made using the Label() widget, and font and pady are fixed as attributes. The Label is put at row=0 and column=3 using the grid() method to place the heading at the right position.

```
Label(root, text="Welcome to Harry Travels", font="comicsansms 13 bold", pady=15).grid(row=0, column=3)
```

- The text sections (i.e., name, phone, gender, etc.) are made using the Label() widget, and the "text" attribute is passed through this widget so that the given name in the "text" attribute is shown in GUI. For example, if text="Name", in GUI, the label "Name" will be written.

```
name = Label(root, text="Name")
phone = Label(root, text="Phone")
gender = Label(root, text="Gender")
emergency = Label(root, text="Emergency Contact")
paymentmode = Label(root, text="Payment Mode")
```

- The label is set to the proper place using the grid() method, passing row, and column attributes.

```
name.grid(row=1, column=2)
phone.grid(row=2, column=2)
gender.grid(row=3, column=2)
emergency.grid(row=4, column=2)
paymentmode.grid(row=5, column=2)
```

- Tkinter variables (i.e StringVar(), IntVar() etc.) are made to store the entries.

```
namevalue = StringVar()
phonevalue = StringVar()
gendervalue = StringVar()
emergencyvalue = StringVar()
paymentmodevalue = StringVar()
foodservicevalue = IntVar()
```

- For taking the entries of the sections mentioned above, the Entry() widget is used, and "textvariable" attribute is passed through the widget to get the information of the entries.

```
nameentry = Entry(root, textvariable=namevalue)
phoneentry = Entry(root, textvariable=phonevalue)
genderentry = Entry(root, textvariable=gendervalue)
emergencyentry = Entry(root, textvariable=emergencyvalue)
paymentmodeentry = Entry(root, textvariable=paymentmodevalue)
```

- Entries are packed using the grid() method, and their positions are set using row and column attributes.

```
nameentry.grid(row=1, column=3)
phoneentry.grid(row=2, column=3)
genderentry.grid(row=3, column=3)
emergencyentry.grid(row=4, column=3)
paymentmodeentry.grid(row=5, column=3)
```

- The "foodservice" variable is defined as IntVar() as the CheckBox is made using the "CheckButton" widget, and "text" is passed through it as an attribute where "Want to prebook your meals?" text is shown. Then we need to use the grid() method to set it proper place.

```
foodservice = Checkbutton(text="Want to prebook your meals?", variable = foodservicevalue)
foodservice.grid(row=6, column=3)
```

- We extend our little script by the button "Submit". We bind the function getvals() to the *Submit* button. So, every time this button is clicked, the text "It works!" will be printed on the terminal from which we had called the script. Then we need to use the grid() method to set it

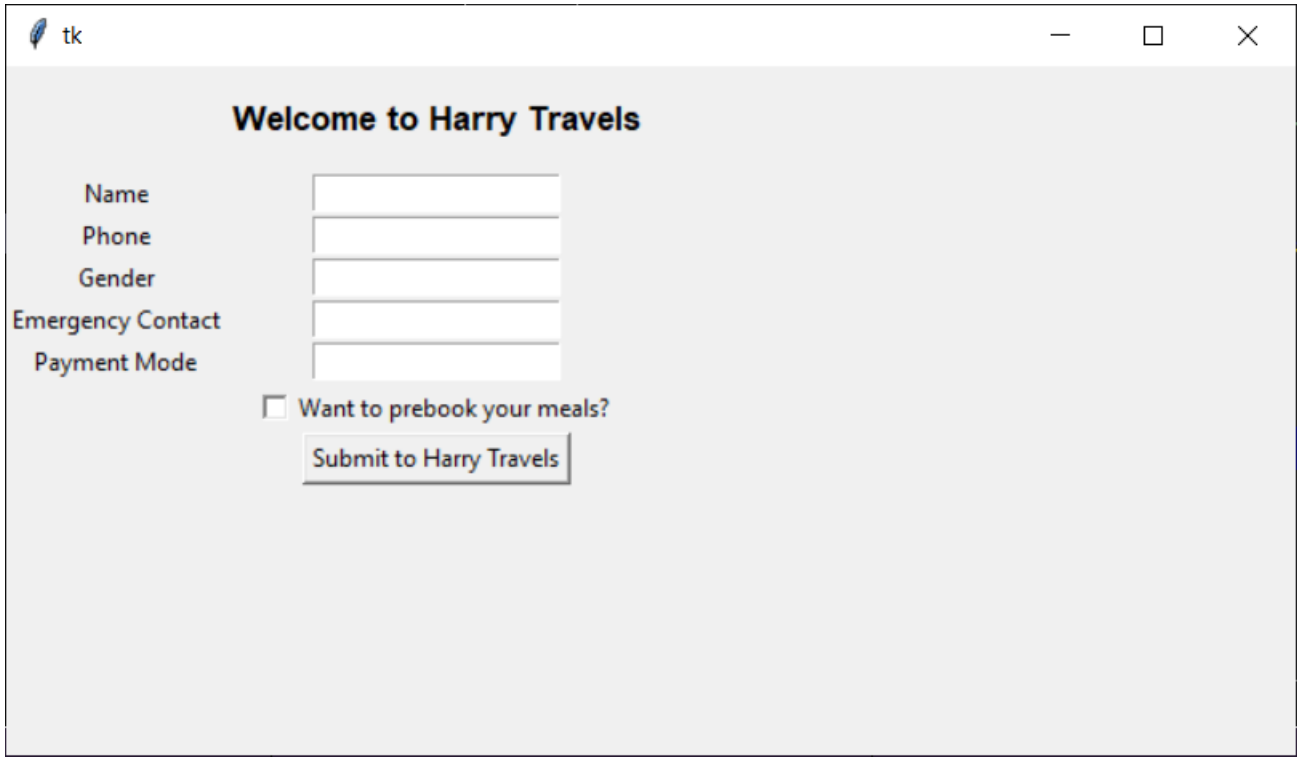
proper place.

```
Button(text="Submit to Harry Travels", command=getvals).grid(row=7, column=3)
```

- There is a method known by the name *mainloop(),* which is used when your application is ready to run. This is an infinite loop used to run the application, wait for an event to occur, and process the event as long as the window is not closed.

```
root.mainloop()
```

Output: The output of the code (or the GUI window) is given below:



Code as described/written in the video:

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emergencyvalue = StringVar()
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```

```
foodservicevalue = IntVar()


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root.mainloop()
```

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