➡ Kivy Creating a label.

Program :

```
from kivy.app import App
from kivy.uix.label import Label
from kivy.core.window import Window

window.clearcolor = (0,0,0,1)

class MainApp (App):
    def build (self):
        label = Label ( text = "Hello Kivy",
                    font_size = '205p',
                    bold = True, color = (0,0,1,1),
                    italic = True )
        return label

MainApp (). run ()
```

⇒ Steps:

(i) importing the parcages that's use in your program.

(ii) creating a class and give a argument 'App'. that's mean id's inharit the all property of App function.

(iii) override the build method (function) and pass one argument 'self'

(iv) creating at list one widget like label, Budton or checkBox.

(v) returning that widget that you created

(vi) call your class with run method.

⇒ Here.

from kivy . core . window import Window

parcage   Sub parcage

window. clearcolor = (0,0,0,1)

   that commond
clear the background
colour

Red   Blue   Blue   Opacity
Green

   the number of colours code is
bitween (0-1) you can use colour
code like (0.7, 0.3, 0.2, 1)

font_size = '20sp'

   ⇒ Here sp is stands for
screen pixal