

Practical 9: Python GUI using Tkinter Library module

Aim: To create basic Python GUI applications using Tkinter

Objective: To create basic GUI application using Tkinter and

Problem Statement: Using Tkinter Library module create:

- 1] Add a Button in your application
- 2] Canvas- Draw a line
- 3] Check button -To select any number of options by displaying a number of options to a user as toggle buttons.
- 4] Entry-Single line text entry from the user.
- 5] Frame- group and organize the widgets
- 6] Label- display box where you can put any text
- 7] Listbox: Offer a list to the user

Attach code and Screen shots

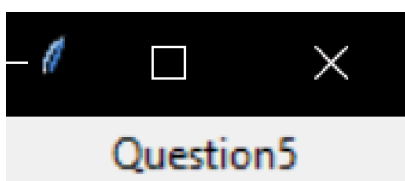
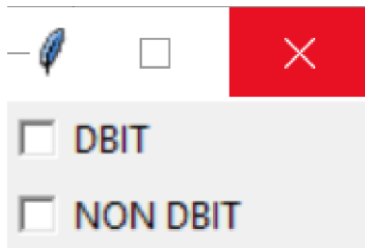
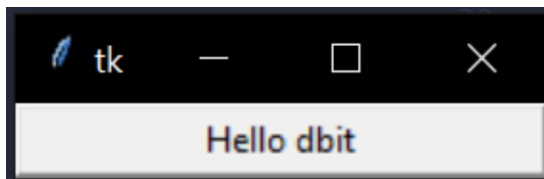
```
1  import tkinter as tk
2  from tkinter import *
3
4  # Question 1
5  r = tk.Tk()
6  button = tk.Button(r, text='Hello dbit', width=25, command=r.destroy)
7  button.pack()
8  r.mainloop()
9
10 # Question 2
11 master = Tk()
12 Checkbutton(master, text='DBIT').grid(row=0, sticky=W)
13 Checkbutton(master, text='NON DBIT').grid(row=1, sticky=W)
14 mainloop()
15
16 # Question 3
17 master = Tk()
18 Label(master, text='First Name').grid(row=0)
19 e1 = Entry(master)
20 e1.grid(row=0, column=1)
21 mainloop()
22
23 # Question 4
24 master = Tk()
25 frame = Frame(master)
26 frame.pack()
27 redbutton = Button(frame, text = 'Lovely', fg = 'red')
28 redbutton.pack( side = LEFT)
29 greenbutton = Button(frame, text = 'Varshney', fg='brown')
30 greenbutton.pack( side = LEFT )
31 master.mainloop()
32
33 # Question 5
34 master = Tk()
35 w = Label(master, text='Question5')
36 w.pack()
37 master.mainloop()
```

```

39 # Question 6
40 r = Tk()
41 Lb = Listbox(r)
42 Lb.insert(1, 'DSA')
43 Lb.insert(2, 'Sensor Technology')
44 Lb.insert(3, 'Crypto')
45 Lb.insert(4, 'Any other')
46 Lb.pack()
47 r.mainloop()

```

Outputs:





Conclusion

In this practical, the tkinter package (“Tk interface”) is the standard Python interface to the Tcl/Tk GUI toolkit.

We created a tkinter app, we have to import the tkinter module.