Laboratory Activity No. 8	
Converting TUI to GUI Programs	
Course Code: CPE103	**Program:** BSCPE
Course Title: Object-Oriented Programming	**Date Performed:** 03 – 15 - 2025
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1. Objective(s):

This activity aims to convert a TUI program to GUI program with the Pycharm framework

2. Intended Learning Outcomes (ILOs):

The students should be able to:
2.1 Identify the main components in a GUI Application
2.2 Create a simple GUI Application that converts TUI program to GUI program

3. Discussion:

In general, programs consist of three components—input, processing, and output. In TUI programs, input is usually obtained from an input statement or by importing data from a file. Output is usually given by a print statement or stored in a file. When we convert a TUI program to a GUI program, we replace input and print statements with Label/Entry pairs. Processing data and inputting and outputting data to files works much the same in both types of programs. The primary difference is that the processing in GUI programs is usually triggered by an event

4. Materials and Equipment:

Desktop Computer with Anaconda Python or Pycharm
Windows Operating System

5. Procedure:

1. Type these codes in Pycharm:

```
#TUI Form
def main():
   # Find the largest number among three numbers
   L = []
   num1 = eval(input("Enter the first number:"))
   L.append(num1)
   num2 = eval(input("Enter the second number:"))
   L.append(num2)
   num3 = eval(input("Enter the third number:"))
   L.append(num3)
   print("The largest number among the three is:",str(max(L)))
 main()
```

2. Run the program and observe the output.

Figure 1. TUI form

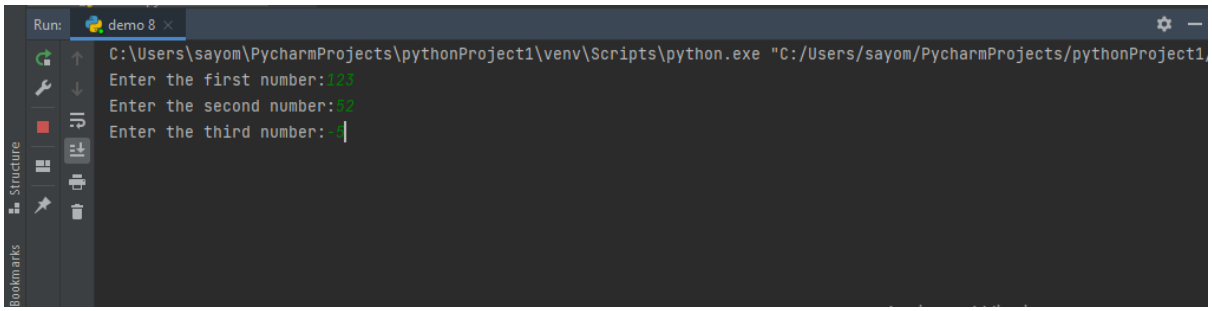

Figure 1(a) TUI form with three input numbers

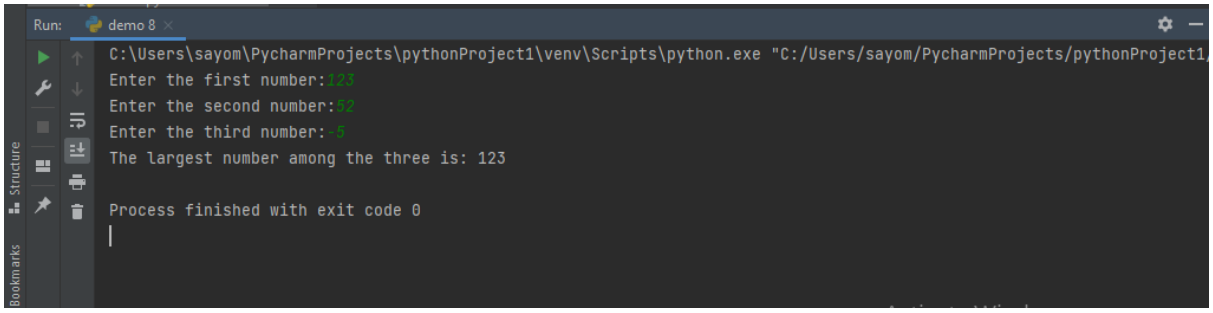

Figure 1(b) TUI form with output “The largest number among the three”

Method 1 above shows a TUI program and a possible output in Figures 1(a) and (b) while Figure 2 shows the output of the GUI program in Method 2.

PLEASE REFER TO THIS LINK: [CPE-103-OOP-1-A/Method1_ACT8.py at main · sebastianacebedo/CPE-103-OOP-1-A]

5. Procedure:

Method 2

```
from tkinter import *

window = Tk()
window.title("Find the largest number")
window.geometry("400x300+20+10")

def findLargest():
    L = []
    L.append(eval(conOfent2.get()))
    L.append(eval(conOfent3.get()))
    L.append(eval(conOfent4.get()))
    conOfLargest.set(max(L))

lbl1 = Label(window, text = "The Program that Finds the Largest Number")
lbl1.grid(row=0, column=1, columnspan=2,sticky=EW)
lbl2 = Label(window,text = "Enter the first number:")
lbl2.grid(row=1, column = 0,sticky=W)
conOfent2 = StringVar()
ent2 = Entry(window,bd=3,textvariable=conOfent2)
ent2.grid(row=1, column = 1)
lbl3 = Label(window,text = "Enter the second number:")
lbl3.grid(row=2, column=0)
conOfent3=StringVar()
ent3 = Entry(window,bd=3,textvariable=conOfent3)
ent3.grid(row=2,column=1)
lbl4 = Label(window,text="Enter the third number:")
lbl4.grid(row=3,column =0, sticky=W)
conOfent4 = StringVar()
ent4 = Entry(window,bd=3,textvariable=conOfent4)
ent4.grid(row=3, column=1)
```

```
btn1 = Button(window,text = "Find the largest no.",command=findLargest)
btn1.grid(row=4, column = 1)
lbl5 = Label(window,text="The largest number:")
lbl5.grid(row=5,column=0,sticky=W)
conOfLargest = StringVar()
ent5 = Entry(window,bd=3,state="readonly",textvariable=conOfLargest)
ent5.grid(row=5,column=1)

mainloop()
```

Results 2

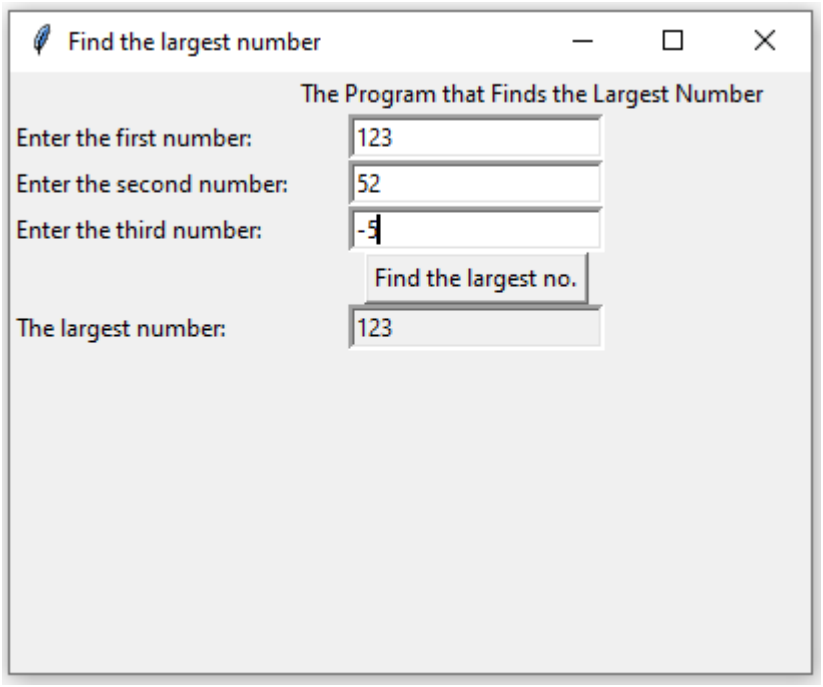

Figure 2. GUI program to find the largest number

PLEASE REFER TO THIS FILE: CPE-103-OOP-1-A/Method2_ACT8.py at main · sebastianacebedo/CPE-103-OOP-1-A

Questions

1. What is TUI in Python?

- Text based user interface is a program that takes input using text commands and shows output as a text.

2. How to make a TUI in Python?

- We use input() to get the data and print() to show the results. We can use the Python's file functions to read an write the data.

3. What is the difference between TUI and GUI?

- Text based user technically check or runs the code line by line, while graphical user interface uses runs when you run the compile the code. Additionally, TUI uses text command, while GUI uses button and icons

6. Supplementary Activity:

TUI Implementation

```
# Simple TUI Calculator

def add(a, b):
    return a + b

def subtract(a, b):
    return a - b

def multiply(a, b):
    return a * b

def divide(a, b):
    if b != 0:
        return a / b
    else:
        return "Error! Division by zero."

def main():
    print("Simple Calculator")
    print("Options:")
    print("1. Add")
    print("2. Subtract")
    print("3. Multiply")
    print("4. Divide")

    choice = input("Select operation (1/2/3/4): ")

    num1 = float(input("Enter first number: "))
    num2 = float(input("Enter second number: "))

    if choice == '1':
        print(f"{num1} + {num2} = {add(num1, num2)}")
    elif choice == '2':
        print(f"{num1} - {num2} = {subtract(num1, num2)}")
    elif choice == '3':
        print(f"{num1} * {num2} = {multiply(num1, num2)}")
    elif choice == '4':
```

```
        print(f"{num1} / {num2} = {divide(num1, num2)}")
    else:
        print("Invalid input.")

if __name__ == "__main__":
    main()
```

GUI Conversion of the Calculator:

```
import tkinter as t

# Functions for calculation
def add():
    result.set(float(entry1.get()) + float(entry2.get()))

def subtract():
    result.set(float(entry1.get()) - float(entry2.get()))

def multiply():
    result.set(float(entry1.get()) * float(entry2.get()))

def divide():
    try:
        result.set(float(entry1.get()) / float(entry2.get()))
    except ZeroDivisionError:
        result.set("Error! Division by zero.")

# Create the main window
root = tk.Tk()
root.title("Simple Calculator")

# Create StringVar to hold the result
result = tk.StringVar()

# Create the layout
tk.Label(root, text="Enter first number:").grid(row=0, column=0)
entry1 = tk.Entry(root)
entry1.grid(row=0, column=1)

tk.Label(root, text="Enter second number:").grid(row=1, column=0)
entry2 = tk.Entry(root)
entry2.grid(row=1, column=1)

# Buttons for operations
tk.Button(root, text="Add", command=add).grid(row=2, column=0)
tk.Button(root, text="Subtract", command=subtract).grid(row=2, column=1)
tk.Button(root, text="Multiply", command=multiply).grid(row=3, column=0)
tk.Button(root, text="Divide", command=divide).grid(row=3, column=1)

# Label to show result
tk.Label(root, text="Result:").grid(row=4, column=0)
result_label = tk.Label(root, textvariable=result)
result_label.grid(row=4, column=1)

# Start the main loop
root.mainloop()
```

Once you've successfully created the GUI version of the calculator, try adding the following features to enhance the program:

1. **Clear Button**: Add a button to clear the input fields and reset the result.
2. **History Feature**: Add a list or label to show the history of operations performed.
3. **Advanced Operations**: Implement additional operations such as square roots, powers, or trigonometric functions.
4. **Input Validation**: Add validation to ensure that the user only enters numeric values in the input fields.
5. **Styling**: Experiment with different styles (font sizes, button colors) to improve the appearance of the GUI.

6. Conclusion

In Conclusion, converting a TUI program to a GUI program mainly involves replacing text-based input and output with visual elements like Labels, Entry boxes, and Buttons. While both types of programs process data in a similar way, GUI programs rely on events like clicks or key presses to trigger actions, making them more interactive and user-friendly.