ANY GUI

Introduction

Python has many GUI tool kits available such as :

1) WxPython
2) Tkinter
3) PyQT
4) pyGTK
5) pyjs(Python javasccript)
6) easyGUI , etc.

The goal of the project is to provide the user API to the users for most used tool kits like wxPython,Tkinter,pyQT,pyGTK.

ANY GUI API

Used toolkits:
wxPYTHON : from anygui import anywx
pyGTK : from anygui import anygtk
pyQT : from anygui import anyqt
tkinter : from anygui import anytk

Widgets :

In anygui API there is only one top widget frame and rest all the widgets are added to the frame.In rest of documentation lets assume the selected tool kit is imported as a
eg. From anygui import anywx
as a anygui api automatically assigns default values for widgets .

Frame:
Frame can be added by making an instance of class frame present in anygui api
eg.

```
f=g.frame(id,title,width,height)
```

id=id of the frame instance	default value=-1
title=title that appear on the top of the frame as string	default value=frame
width=width of the frame	default value =750
height=height of the frame	default value=500

Append function:
All other widgets other then top level frame widget has to be added to the farme by calling append function of the frame eg.
For adding static_text call f.append(static_text)
where static_text is the instance of widget static_text

show function :

Should be executed at the end of the app to run the api .

Eg.

```
f.show()
```

Static Text:

To add static text to the frame in our application by using class static_text
eg.

```
s=static_text()
```

in anygui all other attributes of the widget are class variable of that widget
these attributes can be used to edit widgets for a user defined value

class variable of static_text

1)position of static text
pos=(x,y)

x=width
y=height

2)size of static text
size=(x,y)

x=width
y=height

3)label=” ”

label of static text as a string
default=”static text”

Button:

To add button in the frame make a instance of widget button
eg.

```
b=button()
```

button variables are :

1) pos =(x,y)

assigning position to the button
eg.

```
b.pos=(20,45)
```

2) size=(x,y)

size of the button
eg.

```
b.size=(20,45)
```

3) label=” “

label on the button
eg.
b.label=”click button”

button widget also has pre defined functions:

1) onclick(function)
here function defines the function that is executed on button click

Check Box:

To add check box in the frame make a instance of the widget check_box.
eg.
c=check_box()
check box variables are :

1) pos =(x,y)
assigning position to the checkbox
eg.
c.pos=(20,45)

2) size=(x,y)
size of the checkbox
eg.
c.size=(20,45)

3) label=” “
label on the checkbox
eg.
c.label=”check box 1”

check_box also has following functions:

1)set value: set_value(BOOL)
can be used to set check box to clicked =true or not clicked = false
eg.
c.set_value(True)
2)get value: get_value()
returns boolian value for a checkbox either true for clicked and
false for not clicked

Combo box:

To add combo box in the frame make a instance of the widget combo_box
eg.
c=combo_box()
check box variables are :

1) pos =(x,y)
assigning position to the combo box
eg.
c.pos=(20,45)

2) size=(x,y)

size of the combo box

eg.

c.size=(20,45)

3) labels=[]

options in the combo box can be assigned by label list

eg.

c.label=[“vol 1”,”vol2”,.....]

4)default

user defined default value for the combo box

eg

c.default=” vol 3”

check_box also has following functions:

1)get value: get_value()

returns string value for a combo box of the choice selected

s=c.get_value()

Text field:

To add single line text field in the frame make an instance of the widget text_field.

eg.

c=text_feild()

check box variable are :

1) pos =(x,y)

assigning position to the text_feild

eg.

c.pos=(20,45)

2) size=(x,y)

size of the text_feild

eg.

c.size=(20,45)

3) label=” ”

assigning user defined default text in the text_feild

eg.

c.label=”this is text in text feild”

check_box also has following functions:

1)get text: get_text()

returns string of the text present in the text feild

s=c.get_text()

3)set text: set_text(string str)

set string of the text in the text feild

s=c.set_text(“this is in text feild”)

Text Area:

To add multiline text area in the frame make a instance of the widget text_area.

eg.

c=text_area()

check box variables are :

1) pos =(x,y)

assigning position to the text_area

eg.

c.pos=(20,45)

2) size=(x,y)

size of the text_area

eg.

c.size=(20,45)

3) text=” ”

assigning user defined default text in the text_area

eg.

c.text=”this is text in text area”

text_area also has following functions:

1)get text: get_text()

returns string of the text present in the text area

s=c.get_text()

2)clear: clear()

clear the text present in the text area

s=c.clear()

3)set text: set_text(string str)

set string of the text in the text area

s=c.set_text(“this is in text area”)

4)append text: append_text(string str)

appends string of the text present in the text area to the string passed in the function

s=c.append_text(“this string will get appended”)

Radio buttons:

To add radio button set in the frame make a instance of the widget radio_buttons

eg.

c=radio_buttons()

to add single radio button in the grup use append_rb function

append_rb(label,weidth,height)

eg.

c.appendr_rb(label,width,height)

check box variables are :

1) size=(x,y)

size of the radio button grup

eg.

c.size=(20,45)

radio_buttons also has following functions:

1)get value: get_value()

returns string of the label that was clicked

s=c.get_value()

2)set_true: set_true(int n)

set radio button n to be clicked

c.set_true(2)