

Graphical User Interface

Python Tkinter Module

Needed Tkinter Widgets For Project

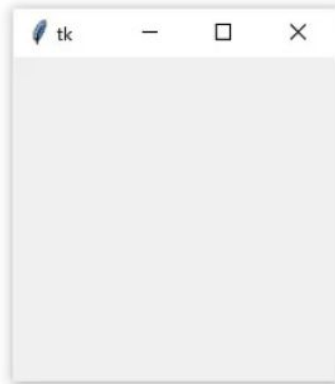
- Button
- Label
- File Dialog



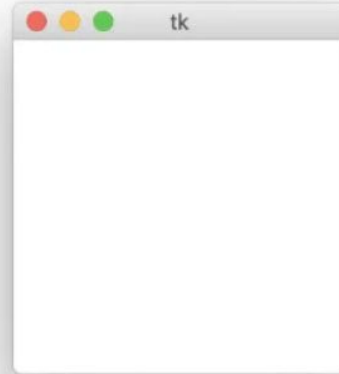
```
import tkinter # note that module name has changed from Tkinter in Python 2  
to tkinter in Python 3
```

```
top = tkinter.Tk()
```

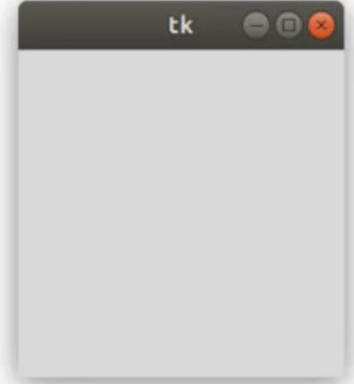
```
top.mainloop()
```



(a) Windows



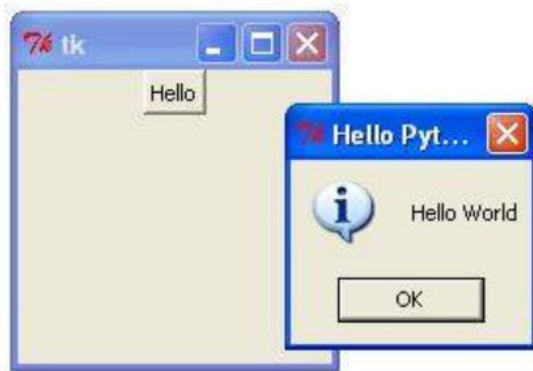
(b) macOS



(c) Ubuntu

Button

The Button widget is used to add buttons in a Python application. These buttons can display text or images that convey the purpose of the buttons. You can attach a function or a method to a button which is called automatically when you click the button.



```
import Tkinter
import tkMessageBox

top = Tkinter.Tk()

def helloCallBack():
    tkMessageBox.showinfo( "Hello Python", "Hello World")

B = Tkinter.Button(top, text ="Hello", command = helloCallBack)

B.pack()
top.mainloop()
```

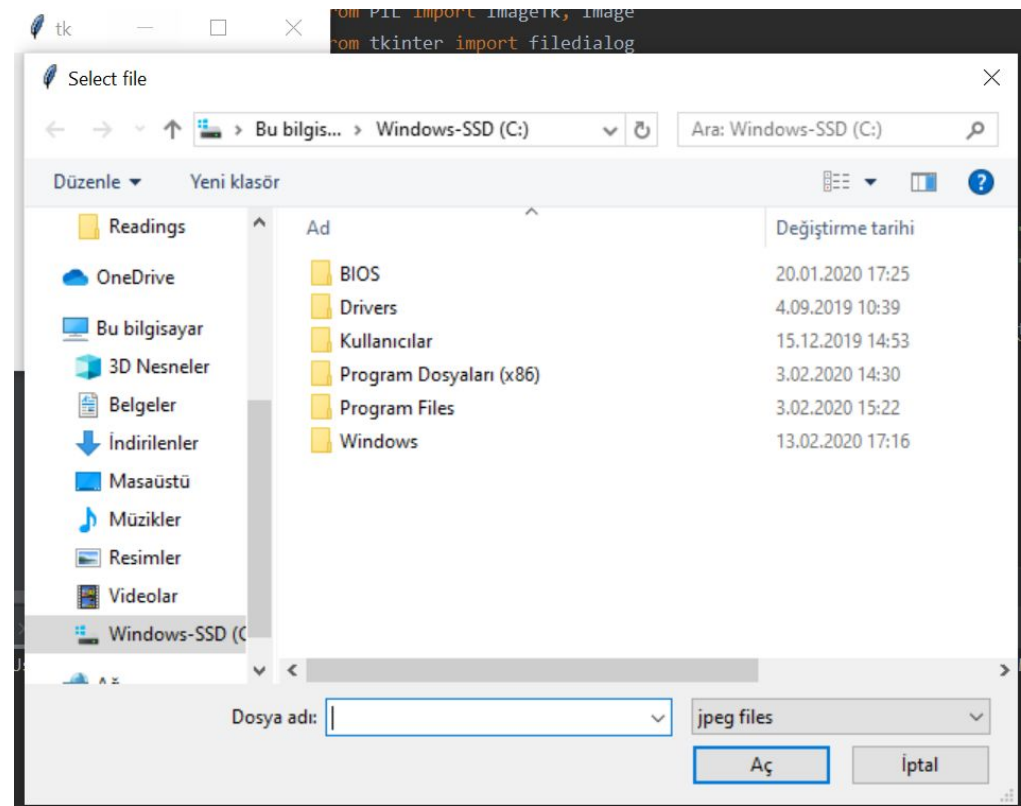
Label

This widget implements a display box where you can place text or images. The text displayed by this widget can be updated at any time you want.

```
# ===== the code =====  
  
    # 1. CREATE AN IMAGE OBJECT  
photoImageObj = tk.PhotoImage(file="code_girl01.png")  
    # 2. THEN YOU CREATE A LABEL WITH image = photoImageObj  
lab = tk.Label(root, image=photoImageObj).pack()  
  
# =====pp=====
```

File Dialog

File dialogs help you open, save files or directories. This is the type of dialog you get when you click file,open. This dialog comes out of the module, there's no need to write all the code manually.



```
top.filename = filedialog.askopenfilename(initialdir = "/", title = "Select file",  
                                           filetypes = (("jpeg files", "*.jpg"), ("all files", "*.*")))
```