

Task 11: Use Tkinter module for UI design

Aim: To use Tkinter module for UI design

Problem 11.1: write python GUI program to create a label and change the label font style (font name, bold, size) using tkinter module.

Algorithm:

1. Import tkinter module
2. Create a main window.
3. Create a label with desired text.
4. Add the label to the main window using pack() method.
5. Define a function to change font style.
6. Create a button to call the function when clicked.
7. Add the button to the main window using pack() method.
8. Start the main loop.

Program:-

```
import tkinter as tk
```

```
# Function to change font style
```

```
def change_font():
```

```
    label.config(font=("Arial", 18, "bold"))
```

```
# Create main window
```

```
root = tk.Tk()
```

```
# Create label with desired text
```

```
label = tk.Label(root, text="Hello, world!", font=("Helvetica", 14))
```

```
label.pack()
```

```
button = tk.Button(root, text="Change Font", command=change_font)
```

```
button.pack()
```

```
root.mainloop()
```

Task 11.2: Write a python GUI program to create three single line text boxes to accept a value from the user using tkinter module.

Algorithm:

1. Import the tkinter module.
2. Create the main window.
3. Add labels and text-boxes to the main window.
4. Set the size of the text-boxes.
5. Create a button to submit the value entered in the text-boxes.
6. Get the values entered in the text-boxes when the button is clicked.
7. Close the main window when the button is clicked.

Program:

```
import tkinter as tk
```

```
# Create the main window
```

```
root = tk.Tk()
```

```
root.title("Text-Box Input")
```

```
label 1 = tk.Label(root, text="Enter value 1:")
```

out put:



Enter value1:



Output:

T. -	<input type="checkbox"/>	X
Enter value 1: _____		

Enter value 2: _____

Enter value 3: _____

	Submit	
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dp

```

entry1 = tk.Entry(root)
label2 = tk.Label(root, text = "Enter value2:")
entry2 = tk.Entry(root)
label3 = tk.Label(root, text = "Enter value3.")
entry3 = tk.Entry(root)
entry1.config(width=30)
entry2.config(width=30)
entry3.config(width=30)
# create a function to get the values entered in the text-boxes
def get_value():
    val1 = entry1.get()
    val2 = entry2.get()
    val3 = entry3.get()
    print("value1:", val1)
    print("value2:", val2)
    print("value3:", val3)
submit_button = tk.Button(root, text = "submit", command = get_value)
label1.pack()
entry1.pack()
entry2.pack()
label2.pack()
entry3.pack()
label3.pack()
submit_button.pack()
root.mainloop()

```

VELTECH	
EX No.	102
PERFORMANCE (5)	5
RESULT AND ANALYSTS (5)	5
VIVA VOCE (5)	5
RECORD (5)	5
TOTAL (20)	15
WITH DATE	8/10

Result:- Thus, the program using Tkinter modules for ui design was executed and verified successfully.