

Task: 11
Date: 15/10/25

11.1 Student

USE THE THINKER MODULE FOR UI DESIGN

Registration Form

Aim:-

To design and implement a Graphical Interface (GUI) program in Python using Tkinter, that allows students to enter their Name, Age, and course. If any field is left empty, the program should display a warning message; it should display the entered details in an information dialog box.

Algorithm:-

1) Start

2) Import required modules:

- * Import tkinter as tk for GUI components.
- * Import messagebox from tkinter for pop-up messages.

3) Create the main window:

- * Initialize the window using root = tk.Tk()
- * Set title & size using title() and geometry()

4) Add widgets:

- * Add label widgets for "Name", "Age", & "Course".

* Add Entry widgets to take user input for each field.

5) Define the submit - form() function:-

* Retrieve inputs using .get() method

* Check if empty → display warning using messagebox.showwarning()

* Else → display information using messagebox.showinfo()

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Program :-

```

from tkinter import *
from tkinter import messagebox
def submit_form():
    name = entry_name.get()
    age = entry_age.get()
    course = entry_course.get()
    if name == "" or age == "" or course == "":
        messagebox.showwarning("Input Error", "All fields are required!")
    else:
        messagebox.showinfo("Form Submitted", f"Name: {name}\nAge: {age}\nCourse: {course}")
root = Tk()
root.title("Student Registration Form")
root.geometry("350x250")
tk.Label(root, text="Student Registration", font=("Arial", 14, "bold")).pack(pady=10)
tk.Label(root, text="Name:").pack()
entry_name = tk.Entry(root, width=30).pack()
tk.Label(root, text="Age:").pack()
entry_age = tk.Entry(root, width=30).pack()
tk.Label(root, text="Course:").pack()
entry_course = tk.Entry(root, width=30).pack()
tk.Button(root, text="Submit", command=lambda: submit_form(), bg="blue", fg="white").pack(pady=10)
root.mainloop()

```

- 6) Add a submit button.
- * Create a button labeled submit.
 - * Link it to submit_form() with command parameter.
- 7) Display the window.
- * Call event_mainloop() to start the GUI event loop.
- 8) End.

Input :- (1)

Name :- John

Age : 20

Course : B.Tech

Input :- (2)

Name : John

Age :

Course : B.Tech

Output :-

Form Submitted

Name : John

Age : 20

Course : B.Tech

Output :-

Input Error

All fields are required

(Signature)

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EX No.	1
PERFORMANCE (5)	5
RESULT AND ANALYSIS (5)	5
VIVA VOCE (5)	5
RECORD (5)	5
TOTAL (20)	5
SIGN WITH DATE	20

Result :-

This program uses the
UI Design in do
Tinker module for
successfully.

Student Registration

Name:	Ravi
Age:	20
Course:	Algorithms
<input type="button" value="Submit"/>	
<input checked="" type="checkbox"/> Form Submitted <input type="checkbox"/>	
① Name : Ravi Age : 20 Course : Algorithms	
<input type="button" value="OK"/>	