Task-11.1

Use Tkinter module for y design

nim! To use tkinter module for us design.

swrite a python Gul program to create a label and change the label font style using thinter module.

Algorithm:

- -> Import tkinker module.
- is create a main window
- -> create a tabel with desped text
- Add the label to the main window using pack () method
- -> Define a function to change font style.
- s create a button to call the function when clicked.
- -> Add the button to the main window using Pack[] method.
- start the main loop.

Program:

import tkinter as +K

#function to change font style det change - font ():

label-config (font = ("Arial", 18, "bold"))

create main windows

voot = tk.TK()

H create label with desired text

Tabel = tk label (roof, text = "Hello, world!", font

= ["7+ el vetica",14)]

Add label to main window cabel. pack()

start the mainloop root-malnloop()

of pio wheeling hypermetries is son a son so of that want in a plate to bean in the title and leaved for the prechart ince the ple chart output :nger mat plettip piplet as plt Hello, World! [change font] the bie (edelangh , lape : . candeader antobet : . eter feld est time ("sorrianing it programming languages) til legged (langeage tee "best") the latter Leading coe most postio for plotting to exercise & rientified

toot mainteop()

Task 11.2

To write a python or program to create three single line text-box to accept a value from the user

Histor module.

algorithm:

-> smport the tkinter module

-> create the main window

> Add labels and text-boxes to the main window

-> set the size of the text-boxes

-> create a button to submit the values entered in the

- Get the values entered in the text boxes when the button is clicked.

-> dose the main window when the button is clicked.

emport tkinter astk

create the main window root = tk. Tkl)

root: title ("Text-Box Input")

create labels and text-boxes

label | = tx.label (root, text = "Enter value 1:")

entry | = tx. Entry (root)

label2 = tk. label (root, text = "Enter value 2:")
entry = tk. Entry (root)

entry 3 = tk-entry (root) text = "Enter values:")

set the size of the text-boxes
entry 1. config (whath = 30)
entry 2. config (whath = 30)
entry 3. config (whath = 30)

मार् वीक्षा महामाहर १३३ seite a prihan our program to cross a lateland come the land last style . I bing thinter medica output . slebom verlove trogen .. X Enter value 1: val hands alles lodos o stores de month of the value 2: alors all of bodal and black Enter value 3 mit sprods or no hour or saids speaks a button to call the (submit) speasing better to the main white packet method. 4 start the main leep import thenter a 14 Alkantien to change foot obyte [1,929. 181 , loud.] - 1 10/1 byton 109 2] to reade main a sidere es qualle laid with defied to s took I've label heel sout "Hella cold" foot (Late a sylonia the) colored a character of total black nothing one tract it

text-boxes.

def get-values ():

vald = entrylget()

val2 = entry2.get()

val3 = entry8.get()

print ("value 1:", val1)

print ("value 2:", val2)

print ("value 3:", val3)

create a button to submit the values entered in the text-boxes submit - button = tx. Button [root, text = "submit", command = get - value)

Add the labels, text-boxes, and button to the main window

entryl. pack()

entryl. pack()

lowbel 2 · pack()

entry 2 · pack()

label 3 · Pack()

entry 3 · pack()

submit - button · pack()

Run the main event low

root · mainloop()

_	loop	-

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SIGN WITH DATE	. 2

design was executed and verified successfully