

Task 11: Use Tkinter module for UI design

Aim: To use Tkinter module for UI design.

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))
#Create main window
root = tk.Tk()
```

performing using a tree of functions
merging with two big trees of
parallel processing to produce

parallel processing to form a single
parallel processing tree

Output: A parallel tree of size n
 \Rightarrow \times $\frac{n}{2}$ parallel trees of size $\frac{n}{2}$

Hello, world!

Change Font

```
# Create a label with desired text
label=tk.Label(root,text="Hello,world!",font=
                ("Helvetica",16))
# Add label to main window
label.pack()
# Create button to change font style.
button=tk.Button(root,text="Change font",command=
                  =Change -- font)
# Add button to main window
button.pack()
# Start the main loop
root.mainloop()
```

Result: Thus the C program is use Tkinter module for UI design is verified successfully.

Task: 11.2 Python GUI program

Aim: To write a Python GUI program to create three single line text.

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 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")  
# Create labels and text boxes  
label = tk.Label(root, text="Enter value:  
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)
```

```
#set the size of the text boxes
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_values():
    val1 = entry1.get()
    val2 = entry2.get()
    val3 = entry3.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
= tk.Button(root text="Submit", command =
            get_values)

# Add the labels, text-boxes, and button
# to the main window
label1.pack()
entry1.pack()
label2.pack()
entry2.pack()
label3.pack()
entry3.pack()
```

```
Submit - button . pack ( )
```

```
# Run the main event loop  
root . mainloop ( ).
```

VEL TECH - CSE	
EX NO.	11
PERFORMANCE (5)	5
RESULT AND ANALYSIS (3)	3
VIVA VOCE (3)	3
RECORD (4)	4
TOTAL (15)	15
SIGN WITH DATE	

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