Task 11 :- Use Tkinter module for UI design.

Aim :- To use Tkinter module for UI design

11.1 write a python GUI program to create a label and change the label font style 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()
5. Define a function to change font style.
6. Create a button to call the function when clicked
7. Start the main loop

Program :-

```
import tkinter as tk
def change - font():
    label . config(font = ("Arrial", 18, "bold"))
root = tk . Tk ()
label = tk . label (root, text = "Hello, word !", font=
                                ("Helvetica", 14))
label . pack ()
button = tk . Button (root, text = "change font", Command =
                                change - font)

button . pack ()
root . main loop ()
```

11.2 write a python GUI program to create three single line text - book to accept a value from the user using tkinter module.

Algorithm :-

1. Import the tkinter module.

output

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Enter value 1 :

Enter value 2 :

Enter value 3 :

Submit ..

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

Program:-

```python
import tkinter as tk
root = tk.Tk()
root.title("Text_Box Input")
label1 = tk.label (root, text = "Enter value 1:")
entry1 = tk. Entry (root)
label 2 = tk. label (root, text = "Enter value 2:")
entry 2 = tk. Entry (root)
label3 = tk. label (root, text = "Enter value 3:")
entry3 = tk. Entry (root)
entry1. config (width = 30)
entry2. config (width = 30)
entry3. config (width = 30)
def get_values ():
    val1 = Entry1. get()
    val2 = Entry 2. get ()
    val3 = Entry 3. get ()
    print ("value 1:", val1)
    print ("value 2:", val2)
    print ("value 3:", val3)

submit_button = tk. Button (root, text = "submit", command = get_values)

label 1. pack()
Entry1. pack()
label 2. pack()
Entry 2. pack()
label3. pack()
Entry 3. pack()
submit_button. pack ()
root. main loop ()
```