

## Task 11.1

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~~ 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~~ Add the button to the main window using pack() method.
8. Start the main loop.

output

Hello world

change port

## 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))

# 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 python program is

✓ Use tkinter module for ui design  
is successfully executed.

write a python GUI program to create  
 free single line text-box to accept a  
 value the user using tkinter module.

Ans:- <sup>use</sup> The GUI program to create  
 three single line text-box to accept  
 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  
 values entered in the text-  
 boxes.
6. Get the value entered in the  
 text-boxes when the  
 button is clicked.
7. Close the main window when  
 the button is clicked.

output:-

Name:

USERID:

Password:



## Program:-

```
import tkinter as tk
```

```
# create the main window.
```

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

```
root.title("Text - Box , input")
```

```
# create labels and text boxes
```

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

```
entry 1 = tk.Entry (root)
```

```
label 2 = tk.Label (root, text="future  
value 2 =")
```

```
entry 2 = tk.Entry (root)
```

```
label 3 = tk.Label (root, text="future  
value 3 =")
```

```
entry 3 = tk.Entry (root)
```

```
# set the size of the text boxes
```

```
entry 1 - config (width = 30)
```

```
entry 2 - config (width = 30)
```

entry 3 - longig e width = 30)

# create a function to get the value 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

oO = tk.Button (root, text = "submit",

command = get-values)

# add the labels, text-boxes, and button to main window

label1.pack()

entry1.pack()

label2.pack()

entry2.pack()



label 3.pack()

entry 3.pack()

Submit-button.pack()

# Run the main event loop

root.mainloop()

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

Result:- Thus, the program using module for Odesign was executed and verified.

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