

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 font
4. Add the label to the main window using pack

Program:

import tkinter as tk

def change_font():

label.config(font = ("Adisa", 18, "bold"))

root=tk.Tk()

label=tk.Label(root, text="Hello", font=("Helvetica", 18))
label.pack()

button=tk.Button

button.pack()

root.mainloop()

Output

□ Hell world!

change Font



11.2

Write a Python UI Program to Create three single line text to accept a value from the user ~~thinter module~~

Algorithm:

1. import the ~~thinter~~ as module functions
2. Create the main window I solve strings
3. Add labels and text-boxes ~~to~~ ^{as} main window I solve strings
4. Set the size of the text-boxes ~~as~~ ^{as} variables

Program:

```
import thinter as tk  
root = tk.Tk()  
root.title('Text-Box-Input')  
label = tk.Label(root, text="Enter value 1")  
Entry1 = tk.Entry(root)  
label2 = tk.Label  
Entry2 = tk.Label(root)  
label3 = tk.Label  
Entry3 = tk.Entry(root)  
entry1.config(width=30)  
entry2.config(width=30)  
entry3.config(width=30)
```

val1 = entry1.get()
val2 = entry2.get()
val3 = entry3.get()

the text-boxes

Submit - button .tk button (root, text - 'submit')

label Pack()

entry2 Pack()

label2 Pack()

entry2 Pack()

label3 Pack()

entry3 Pack()

Submit - button Pack()

VEL TECH	
EX NO.	11
PERFORMANCE (5)	5
RESULT AND ANALYSIS (5)	5
VIVA VOCE (5)	5
RECORD (5)	
TOTAL (20)	15

Result:

thus the program using tkinter module for UI design was executed and verify successfully