

## 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"))

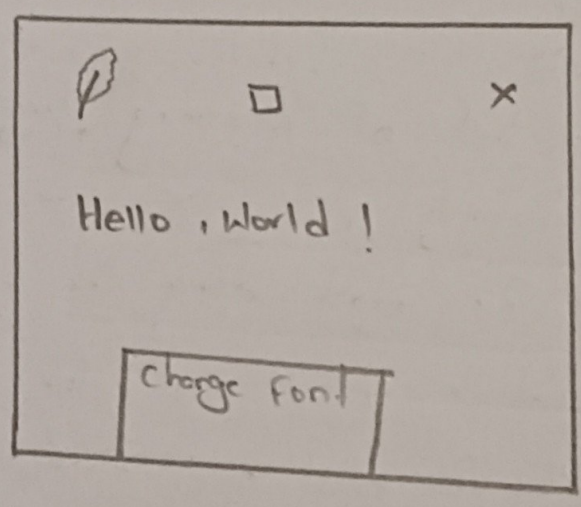
# create main window
root = tk.Tk()

# create label with desired text
label = tk.Label(root, text = "Hello, world",
                  font = ("Helvetica", 10))

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

9/1/2000

output



VILL TECH - CSR	
EX NO.	
PERFORMANCE (%)	
RESULT AND ANALYSIS (%)	
WAVE VOLT (%)	
WAVE FREQ (%)	
WAVE PERIOD (%)	
WAVE DUTY (%)	
WAVE RISE TIME (%)	
WAVE FALL TIME (%)	

Result: The given program was successfully compiled and executed.



# 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 c. Program is use Tkinter module for ui design is verified successfully

Python Program GUI

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
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)

label 3 = tk.Label(root, text = "Enter 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.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

~~label 1.pack()~~

~~label~~

~~entry1.pack()~~

~~label2.pack()~~

~~entry2.pack()~~



To lbl13.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)	2
VIVA VOCE (3)	3
RECORD (4)	4
TOTAL (15)	15
SIGN WITH DATE	15

Result: Thus the Program using Tkinter module  
 for ui design was created and verified  
 successfully