

Task 11: Use Tkinter module for UI design

Aim:-
To use Tkinter module for UI design

11.1:-

Algorithm:-

Import tkinter module

Create a main window

Create a label with desired text

Add the label to the main window using pack() method

Define a function to change font style

Create a button to call the function when clicked.

Add the button to the main window using pack()

method

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))  
  
# 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()
```

output:

Hello, world!

change font

✓ ("fast") = 201, 23px

Task 11.2: Write a Python GUI program to create three single line text-box to accept a value from the user using tkinter module.

Algorithm:-

import the tkinter module

create the main window

Add labels and text-boxes to main window

set the size of the text-boxes

create a button to submit the values entered in the text-boxes.

Get the values entered in the text boxes when the button is clicked.

close the main window when 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)
```

```
label2 = tk.Label(root, text="Enter value 2:")
```

```
entry2 = tk.Entry(root)
```

```
label3 = tk.Label(root, text="Enter value 3:")
```

```
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()
```

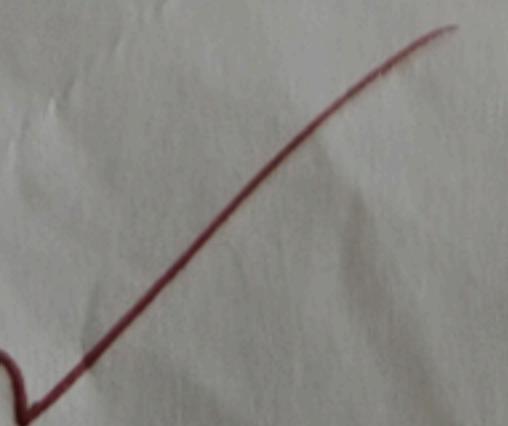
```
val3 = entry3.get()
```

```
Print("Value 1:", val1)
```

```
Print("Value 2:", val2)
```

OUTPUT:

Enter value 1:
Enter value 2:
Enter value 3:
Submit



```

print("Value 3:", val3)
#Create a button to submit the values entered 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()

```

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EX No.	10
PERFORMANCE (5)	5
RESULT AND ANALYSIS (5)	5
VIVA VOCE (3)	5
RECORD (5)	5
TOTAL (20)	20
SIGN WITH DATE:	15/10/2022

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