

Task-11: Use Tkinter module for UI design | Date: 8/10/25

Problem-11.1: write a python GUI program to create a label and change that label font style (font name, bold, size) using tkinter module.

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 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", 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



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 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="Enter value 1:")

entry1 = tk.Entry(root)

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

entry2 = tk.Entry(root)

label 3 = 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)

Print("Value 3:", val3)

# 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
```

```
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.	11
PERFORMANCE (5)	5
RESULT AND ANALYSIS (5)	5
VIVA VOCE (5)	5
RECORD (5)	
TOTAL (20)	15
DATE	

Result : Thus the program using Tkinter module for UI design was executed and verified successfully.

Output:

Enter value 1:

Enter value 2:

Enter value 3:

Submit-