

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.

Soln: 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:

HelloWorld!
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:")  
entry 1 = 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():  
    val 1 = entry 1.get()  
    val 2 = entry 2.get()  
    val 3 = entry 3.get()  
    print("Value 1:", val 1)  
    print("Value 2:", val 2)  
    print("Value 3:", val 3)  
  
# Create a function to get the values entered in the text-boxes  
def get_values():  
    val 1 = entry 1.get()  
    val 2 = entry 2.get()  
    val 3 = entry 3.get()
```

```

print("Value1:", val1)
print("Value 2:", val2)
print("Value3:", 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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PERFORMANCE (5)	5
RESULT AND ANALYSIS (5)	5
VIVA VOCE (5)	5
RECORD (5)	
TOTAL (20)	15
ST. WITH DATE	

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

Output:

Enter Value1:

Enter Value2:

Enter Value3:

Submit-