

Task 11. Use Tkinter module for UI design

Aim:

To use Tkinter module for UI design

Problem 11.1. Write a Python GUI program to create a label and change the label font style (font name, bold, size) using tkinter module.



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", 14))

# Add label to main window
label.pack()
```

```
# Create button to change font style
button = tk.Button(root, text="Change Font", command=change_font)

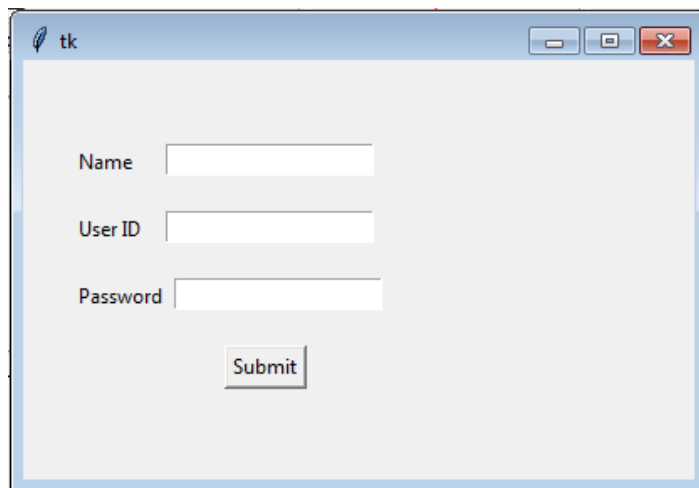
# Add button to main window
button.pack()

# Start the main loop
root.mainloop()
```

Output:



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:

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 the text-boxes
5. Create a button to submit the values 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)

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)

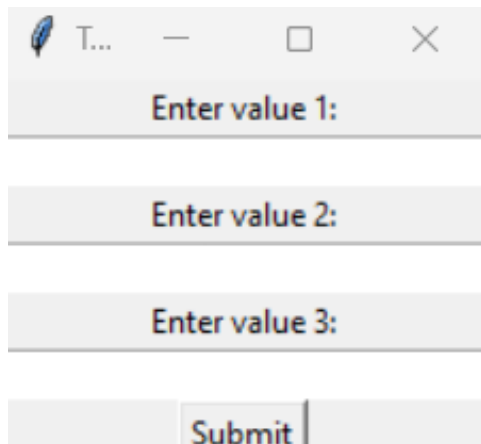
# Create a function to get the values entered in the text-boxes
def get_values():
    val1 = entry1.get()
    val2 = entry2.get()
    val3 = entry3.get()
    print("Value 1:", val1)
    print("Value 2:", val2)
    print("Value 3:", val3)

# 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()
```

Output:



The image shows a screenshot of a Tkinter window. The window has a title bar with a feather icon, the text 'T...', and standard window control buttons (minimize, maximize, close). Below the title bar, there are three input fields, each with a label 'Enter value 1:', 'Enter value 2:', and 'Enter value 3:' respectively. At the bottom of the window, there is a 'Submit' button.

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