

LAB 4 – INSTRUCTIONS (NO SOLUTIONS)

Q1 – Save Text to File Using filedialog

Develop a Tkinter application that allows users to enter text into a Text widget and save it to a file. Use the filedialog module to prompt the user for the file's location and name.

Required modules and functions:

- import tkinter as tk
- from tkinter import filedialog
- tk.Text
- tk.Button
- filedialog.asksaveasfilename()
- open(..., "w")
- .get("1.0", tk.END)

Q2 – Spinbox + Button + Messagebox

Create a Tkinter application that includes a Spinbox widget and a Button. When the button is clicked, retrieve the selected value and display it using a messagebox.

Required modules and functions:

- import tkinter as tk
- from tkinter import messagebox
- tk.Spinbox
- tk.StringVar()
- .get()
- messagebox.showinfo()

Q3 – 3x3 Grid of Labels

Write a Tkinter program that creates a 3x3 grid of Labels. Use the grid geometry manager to arrange the labels in a structured grid pattern.

Required modules and functions:

- import tkinter as tk
- tk.Label
- .grid(row=..., column=...)
- padx, pady

Q4 – Entry Widget + Event

Develop a Tkinter application with an Entry widget. Bind the event to the Entry widget and display a message when it gains focus.

Required modules and functions:

- import tkinter as tk
- tk.Entry
- .bind("", ...)
- tk.Label
- .config(text=...)
- event parameter in callback