* Program:-

```
import tkinter as tk

def change_font():
    label.config(font=("Arial", 18, "bold"))

root = tk.Tk()
label = tk.label(root, text="Hello, world!", font=("Helv-
    -etica", 14)).
label = tk.Label(root, text="Hello, world!", font=("Helv
    -etica", 14))
lable.pack()
button = tk.Button(root, text="Change Font", command
    =change_font)
button.pack()
root.mainloop().
```

Output:-

Hello, World!

Change Font

Date:- 6/10/25

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 lable and change the label font style using tkin-ter module.

Algovithm:-

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
root = tk.Tk()
root.title("Text Box Input")
label1 = tk.Label(root, text = "Enter value 1:")
label2 = tk.label(root, text = "Enter value 2:")
entry2 = tk.Entry (root).
label3 = tk.label (root, text = "Enter value 3:")
entry 3 = tk.entry (root)
entry 1 = . Config (width=30)
entry 2 = . Config (width=30)
entry 3 = . Config (width=30)
def get_values ():
    val1 = entry1.get()
    val2 = entry2.get()
    val3 = entry3.get()
    Print ("value 1:", val1)
    print ("value 2:", val2)
    Print("value 3:", val3)
submit_button = tk.Button (root, text = "Submit", Command
                           = get_values)

label1.pack()
label2.pack()
label3.pack()
entry1.pack()
entry2.pack()
entry3.pack()
submit_button.pack()
root.mainloop()
```

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.

Algorithms:-

1. Impact 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 text_boxes when the button is clicked.

Output:-

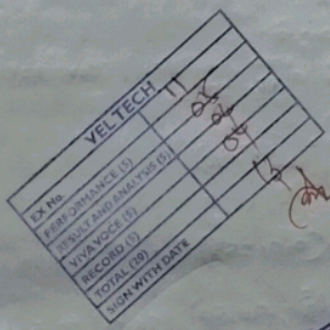
T... — □ X

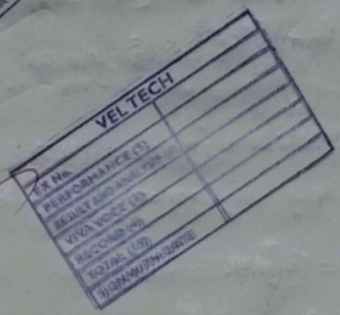
Enter value1:

Enter value2:

Enter value3:

Submit





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