

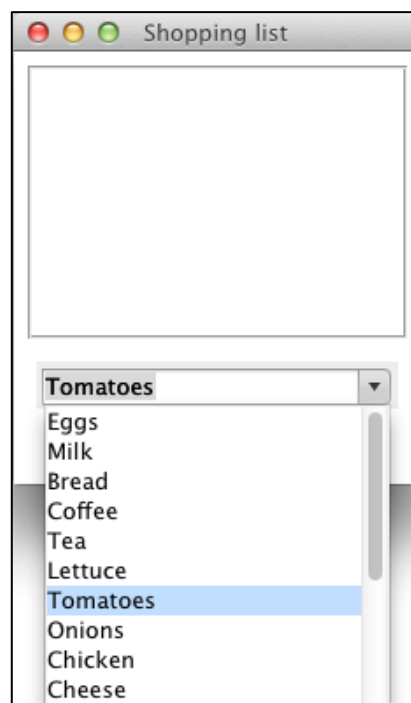
## IFB104 GUI Workshop Exercise: Alternative shopping List

In this exercise you will use the “tkk” extension to the Tkinter module to develop a Graphical User Interface that uses three different widgets to implement a useful “app” for creating shopping lists.

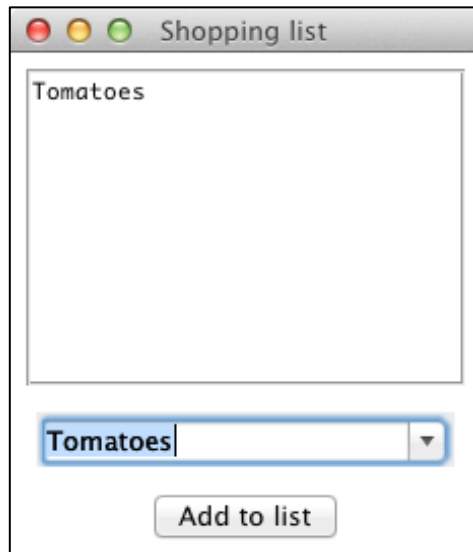
The aim is to develop a Python program, using the Tkinter and ttk modules, which begins by opening a window like the following:



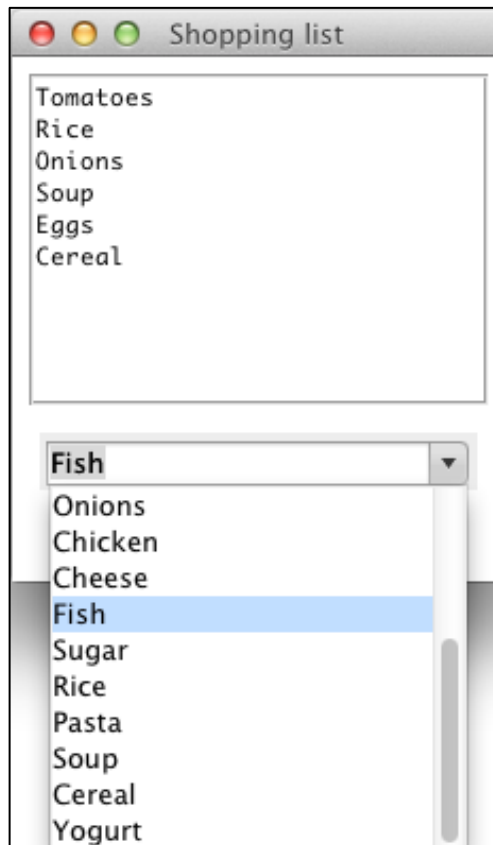
This window has a large text field, a pull-down “combo box” menu, and a button. The user is expected to select grocery items from the menu to create a shopping list which is displayed in the text area. When the menu is pulled-down it reveals a number of pre-defined grocery items:



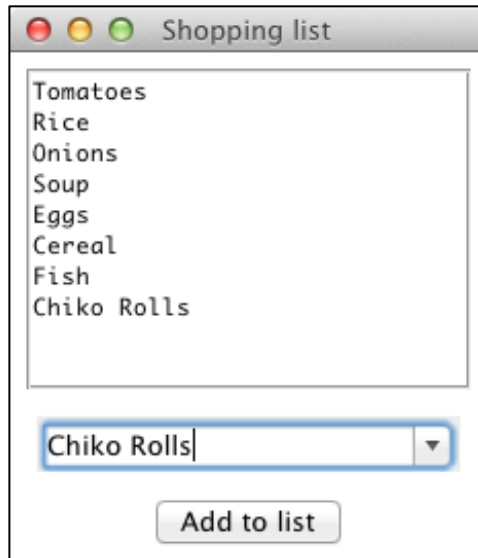
Having selected one, the user then presses the button and the item is added to the list.



Repeating these steps allows multiple items from the menu to be added to the list.



But what if you need to buy something that's not in the pre-defined menu? Fortunately a "combo box" widget also allows text to be entered manually, so it is possible to type in other items, as shown overleaf.



To complete this exercise you'll need to read the `Tkinter` and `ttk` modules' documentation to learn how to use the `Text`, `Button` and `Combobox` constructors. You will then need to create a list of 'values' for the `Combobox` menu and a function that 'gets' the current selection from the `Combobox` and 'inserts' it into the text area.