


```

69 | from tkinter import *
70 |
71 | win = Tk()
72 | win.title("Colins Window") ## Gives it a title - Change this to your name
73 | win.geometry("300x500") ## Sets the size of the window - change this to make a window 300 x
250 - what happens if you make it huge?
74 |
75 | ## now a button to be added
76 | ## i've called the button btn1 ( not realy a good name for a button, should be descriptive
77 | ## = means is assigned
78 | ## Button is a keyword that tells what type of widget we're making
79 | ## win is the name of the container (win) we want the button placed
80 | ## text is the text we want on our button, I'm going to use vertical listing of options to try
and make it clearer
81 |
82 | btn1 = Button(win
83 |               , text = "Press me ")
84 |
85 | ## having made the button we now need to make it visible and place it on the screen, thats
what.pack() does
86 |
87 | btn1.pack()
88 |
89 | win.mainloop()
90 |
91 |
92 | ## see if you can find out what other things you can do with a button, ( Colour, Font, Look n
Feel )
93 |
94 | ## CHALLENGE 1
95 | ## Create another button with blue background and font in Courier
96 | ## keep both buttons on the same page
97 | ## dont forget the .pack()
98 |
99 | """
100 | """Block04 - Add some basic text - using a label
101 |
102 | from tkinter import *
103 |
104 | win = Tk()
105 | win.title("Colins Window")
106 | win.geometry("300x500")
107 |
108 | ## give the label a name
109 | ## call the Label constructor and pass it parent and any options
110 | ## win is the parent window
111 | ## text is an option for the label
112 | ## Ive added some extra's to the label so you can see what's possible..
113 | ## See this link for one website with examples https://www.pythonguis.com/tutorials/create-
buttons-in-tkinter/#explore-other-button-parameters
114 |
115 |
116 | label1 = Label(win
117 |                , text = "Some lovely text I have added"
118 |                , bg = "Yellow" ## Try other colours what resource did you find to help you?
119 |                , font = ("Arial", 30, "bold") ## Try other fonts, take care with spelling, how
would you make font underlined
120 |                , width = 10) ##
121 |
122 | label1.pack()
123 |
124 | win.mainloop()
125 |
126 | ## CHALLENGE 2
127 | ## create another label but have an input statement in your code for your name clue: name =
input("whats your name")
128 |
129 | """
130 | """Block05 - Make an interactive button that does something, PART 1!

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131
132 from tkinter import *
133
134 ## Some interactive stuff, if you can see if you can turn this into a function..
135 name = input("What's your name >>")
136 print("Thanks", name, "Your window is coming, press any key to continue")
137 input("PRESS ANY KEY")
138
139 boldfont = ("Terminal", 16,"bold") ## here I'm defining the font I'd like may save time later
140
141 win = Tk()
142 win.title(name+ " Window")
143 win.geometry("300x500")
144
145 btn1 = Button(win
146             , text = "Press me"
147             , width = 30
148             , bg = "Yellow"
149             , fg = "#FF0000") ## what have I done here??
150 btn1.pack()
151
152
153
154 welcomelbl = Label(win
155                   , font = boldfont ## here I'm using that font I defined earlier
156                   , text = "Me"
157                   )
158 welcomelbl.pack()
159
160
161
162 win.mainloop()
163 """
164 """Block05 PART 2 - fun times
165 ## Here I've copied above and added some interactivity
166 from tkinter import *
167
168 name = input("What's your name >>")
169 print("Thanks", name, "Your window is coming, press any key to continue")
170 input("PRESS ANY KEY")
171
172 boldfont = ("Terminal", 16,"bold")
173
174 win = Tk()
175 win.title(name+ " Window")
176 win.geometry("500x300")
177
178 btn1 = Button(win
179             , text = "Press Me"
180             , width = 30
181             , bg = "Yellow"
182             , fg = "#FF0000"
183             , command = lambda: welcomelbl.config(text = name + " Says Welcome to my App")
184             ) ## lambda is hard to explain, it's called the anonymous function. all
of the above could be done another way
185             ## with a function, see below. If it confuses you, ask me to explain,
I'll try )
186 btn1.pack()
187
188 welcomelbl = Label(win
189                   , font = boldfont
190                   , text = "" ## here I have taken the fist text away and left it as empty, then
when the button is click command runs
191                   )
192 welcomelbl.pack()
193
194 ## CHALLENGE 3 make your own app with two buttons and two messages
195
196 """

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197 | """ PART 2 using a function with the def statement..
198 |
199 | from tkinter import *
200 |
201 | def displaymsg():
202 |     welcomelbl.config(text = name + " Says Welcome to my superdooper App")
203 |
204 | name = input("What's your name >>")
205 | print("Thanks", name, "Your window is coming, press any key to continue")
206 | input("PRESS ANY KEY")
207 |
208 | boldfont = ("Terminal", 8,"bold")
209 |
210 | win = Tk()
211 | win.title(name+ " Window")
212 | win.geometry("500x300")
213 |
214 | btn1 = Button(win
215 |             , text = "Press Me"
216 |             , width = 30
217 |             , bg = "Yellow"
218 |             , fg = "#FF0000"
219 |             , command = displaymsg ## here I've called the displaymsg function, I made
earlier
220 |             )
221 | btn1.pack()
222 |
223 | welcomelbl = Label(win
224 |                  , font = boldfont
225 |                  , text = "" ## here I have taken the fist text away and left it as empty, then
when the button is click command runs
226 |                  )
227 | welcomelbl.pack()
228 |
229 | win.mainloop()
230 | """
231 |
232 | """
233 | REFLECTION
234 |
235 | think about the coding you have done above,
236 |     what did you find a challenge,
237 |     what did you find easy
238 |     what web pages did you find that were helpful
239 |     let me knoe fi you enjoyed it, I have another 34 mini projects for us that will gradually
get more complex
240 |
241 | Colin
242 |
243 |
244 | """

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