

## Class 14: tkinter: Simple GUIs in Python

**Held:** Thursday, March 11, 2010

**Summary:** We explore TkInter, a simple GUI toolkit for Python.

### Related Pages:

- EBoard.

### Notes:

- Don't forget to get your UML done for Tuesday's class.
- For Tuesday, Read Section 1 of *Extreme Programming Explained*.
- For Tuesday, Read BC 29.
- Respond to both readings.

### Overview:

- TkInter: A simple GUI toolkit.
- TkInter lab.

## TkInter Basics

- TkInter is the basic GUI toolkit that comes with Python.
- While there are other GUI toolkits available, TkInter has the benefit that you're almost certain to have it on any installation of Python.
  - And that's why we're using it.
- *Thinking in TkInter* gives you an overview of how *TkInter* works.
- Note that most reference works for TkInter focus on one particular layout manager.
  - The TkInter 8.4 reference likes Grid layouts. You add something to a frame using the `grid` method.
  - Thinking in TKinter prefers Pack layouts. You specify the things that go in the frame (more or less) and it figures out sizing.
  - In some cases, you need the Place layout manager.
- Things you should figure out how to do:
  - Lay out a UI (including menus).
  - Make parts of the UI respond to events.
  - Make parts of the UI respond to procedures.

## lab

- Since you should have seen the basics of TkInter in the reading, we'll focus on a few harder problems.
  - Problem the first: Create a window with a button that you can drag around the window. (That is, you click on the button and can then drag it anywhere.) Then, make your code work with multiple buttons.
    - Hint 1: You probably want to use the `place` layout manager.
    - Hint 2: Think about what event(s) to bind.
    - Hint 3: You may find it useful to print messages in the procedure that responds to messages.
    - Hint 4: You'll probably want to create a class to represent these draggable buttons.
  - Problem the second: Permit the user to move one of the buttons using the arrow keys (or the legendary hjkl keys).
  - Problem the third: Make a ten-by-ten grid of buttons and provide a method that, given a column, row, and color, sets the button at that position to the color.
  - Problem the last: Create a simple non-working GUI for `iSimGrinLife`. You should have the menu items that you expect to be in the GUI.
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