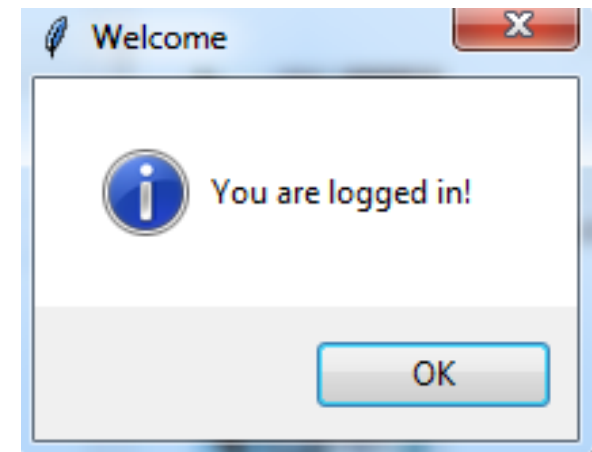




Message Box with tkinter

- To create message boxes, we need to import the messagebox module from tkinter
- `import tkinter.messagebox`

```
import tkinter.messagebox  
  
tkinter.messagebox.showinfo("Welcome", "You are logged in!")
```



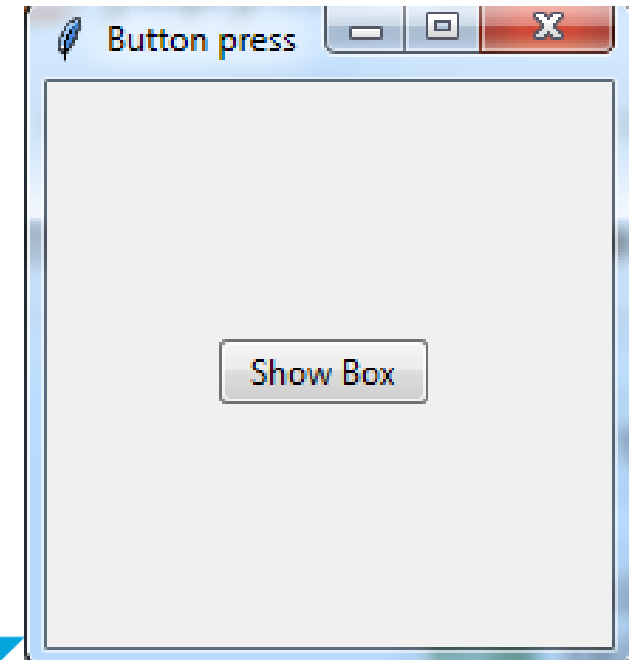


Assigning actions to the buttons

- To assign any action in the button, we have to create a function of our choice to do any kind of actions we want to perform.

```
def my_action():  
    tkinter.messagebox.showinfo("Done", "You pressed the button")
```

```
from tkinter import *  
from tkinter.ttk import *  
import tkinter.messagebox  
  
root=Tk()  
root.geometry('200x200')  
root.title("Button press")  
def my_action():  
    tkinter.messagebox.showinfo("Done", "You pressed the button")  
  
But1=Button(root,text='Show Box', command=my_action)  
But1.place(x=60,y=90)  
  
root.mainloop()
```



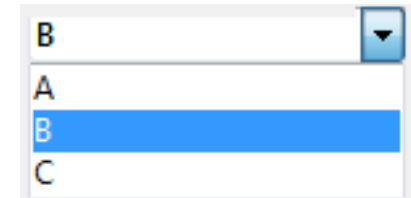


Combobox

- Combobox is an Entry widget that adds a drop-down select menu.
- You have to import the:

- `from tkinter.ttk import *`

```
name1=Combobox(main, textvar=name, values=['A','B','C'])  
name1.place(x=180,y=200)
```



- We can also pass the list to the values variable.
- `List1=['Kabul','Herat', Balkh']`

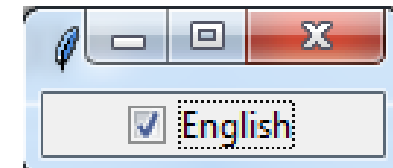




CheckBox

- Checkbutton widget is a labeled checkbox for entering boolean data.

```
var1=BooleanVar()  
d=Checkbutton(root, text='English', variable=var1 )  
d.pack()  
  
root.mainloop()
```





Radiobutton

- Radio buttons are used to provide one selection between multiple options.

```
var=StringVar()
```

```
but1=Radiobutton(root, text='Python', variable=var, value='Python')  
but1.place(x=20, y=50)  
but2=Radiobutton(root, text='Java', variable=var, value='Java')  
but2.place(x=20, y=90)  
but3=Radiobutton(root, text='C++', variable=var, value='C++')  
but3.place(x=20, y=130)
```





Practice 3

<u>Name</u>	
<u>Father Name</u>	
<u>ID</u>	
<u>DOB</u>	
<u>Language</u>	☐ Dari ☐ Pashto
<u>Gender</u>	☒ Male ☐ Female
Login	

