

Python Short Course

Lecture 6: Tk Graphics

Richard P. Muller

Materials and Process Simulation Center

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Tk Overview

- Set of widgets designed by John K. Ousterhout, 1987
- Based on Apple Hypercard idea of putting together graphics program
- Tk == Tool Kit
- Mean to be driven by Tcl (Toolkit Control Language)
 - Many people find Tcl limited
 - Can also drive Tk with Perl, Python
- Tkinter is the Python Tk Interface
 - Very easy to use

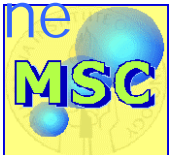


Hello, World



```
from Tkinter import *  
w=Label(text="Hello, World!")  
w.pack()  
w.mainloop()
```

- Label() defines a label to be displayed
 - text= specifies a parameter to be passed in
- pack() resizes the window to the proper size
- mainloop() enters the **event loop**, and the program idles until a button is pushed, a menu is pulled, etc. It has to idle until the program is killed, since we didn't define any events.



Events (Hello, Goodbye)

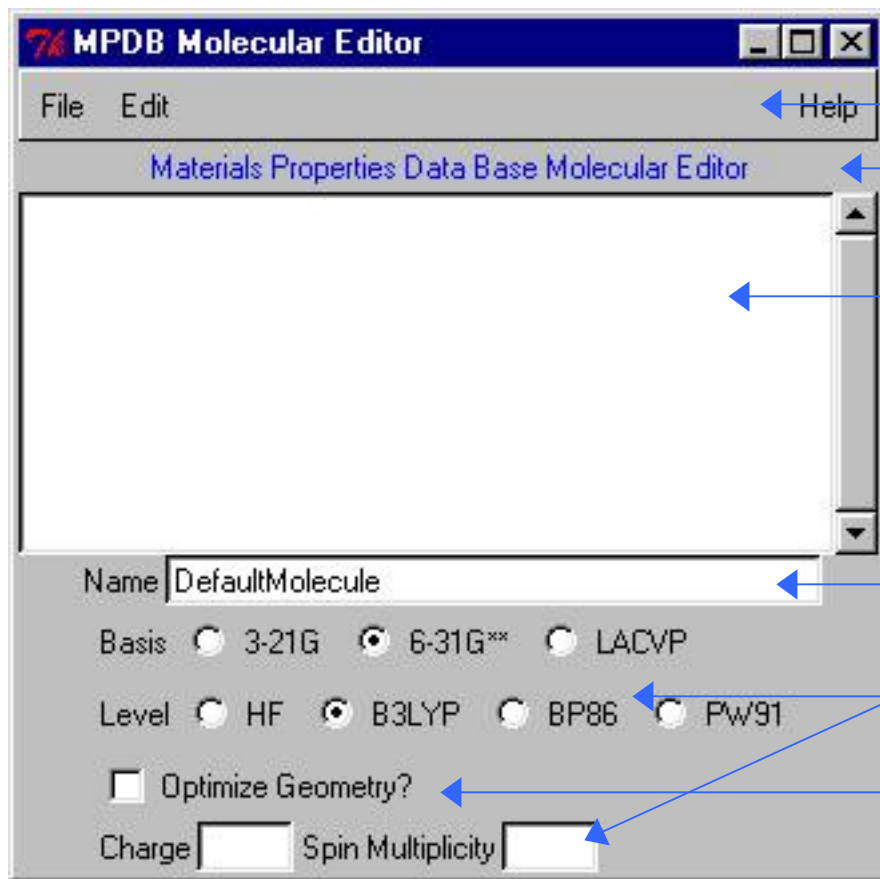


```
from Tkinter import *
w=Label(text="Hello, World").pack()
b=Button(text="Goodbye",command='exit').pack()
mainloop()
```

- Button label defined by text parameter
- Button defines a **callback function**, something to run when it is pushed.
- Now `mainloop()` has an event to catch, so when we push the button, `mainloop()` executes the **exit** command.



Creating a Molecular Editor



Menu bar

Label

Text area (for geometry input)

Text entry

Radio buttons

Checkbox



Molecular Editor Overview

- We're going to whiz through this fairly quickly
 - Example is online for those who want more
 - Just a survey of some different widgets
 - How you can build a professional looking interface



Widgets Creation Routine

```
def makeWidgets(self):  
    frame = Frame(self)  
    self.makeMenuBar(frame)  
    self.makeLogo(frame)  
    self.makeMolEdit(frame)  
    self.makeNameEntry(frame)  
    self.makeSelectQM(frame)  
    frame.pack()  
    self.pack()  
    return
```



Frames & Containers

```
frame = Frame(self)
```

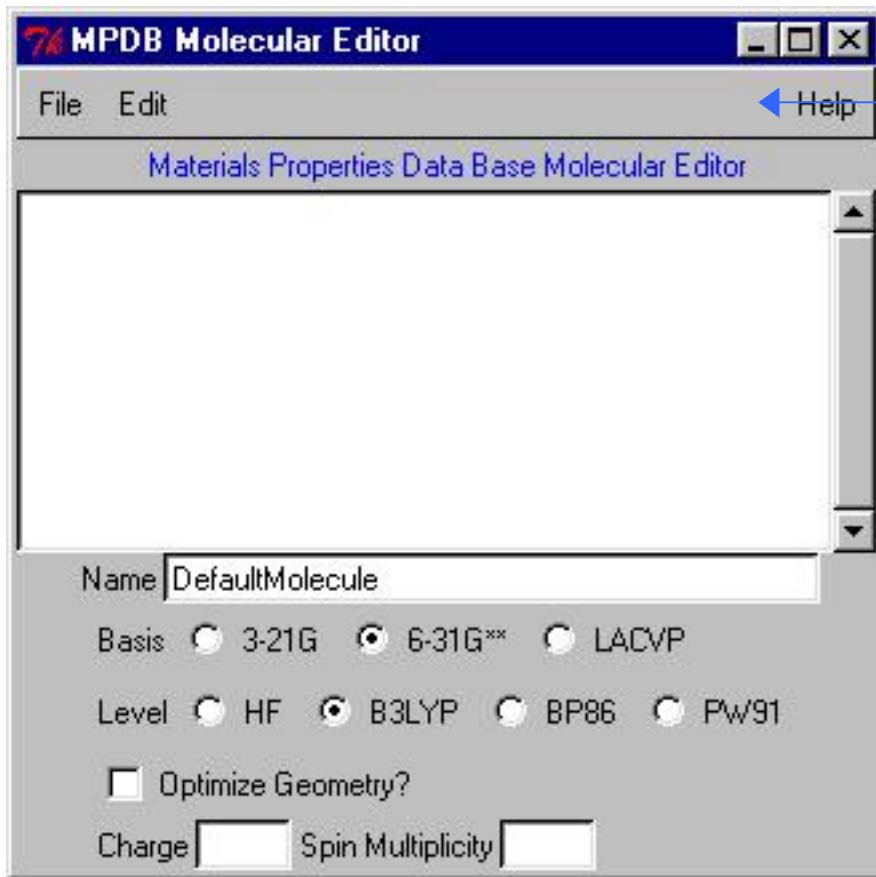
- Frame() is a general command to create a container for other widgets
- It doesn't do much other than hold other things.
- Takes as an argument the parent (here self)
- Returns the frame object (here frame)
- We can then pass the frame object to other widgets as their parent

```
self.makeMenuBar(frame)
```

- Frame is also useful for doing sophisticated layouts
 - Tk doesn't give much control over precise layout
 - Often have to pack frames within frames within frames



Menubars and Menus



Menu bar



Menubars

- A menubar is just a frame that holds menus:

```
menubar = Frame(frame,relief=RAISED,borderwidth=1)  
menubar.pack(side=TOP)
```

- We've specified a raised relief, and a slight border
- We've also specified where to pack the widget (TOP)
- We will then pass menubar to all of the subsequent menus we'll define (File, Edit, Help, etc.) as the parent function.



Menus

- A menu in Tk is a combination of a Menubutton (the title of the menu) and the Menu (what drops down when the Menubutton is pressed)

```
mb_file = Menubutton(menubar, text='File')
mb_file.pack(side=LEFT)
mb_file.menu = Menu(mb_file)
```

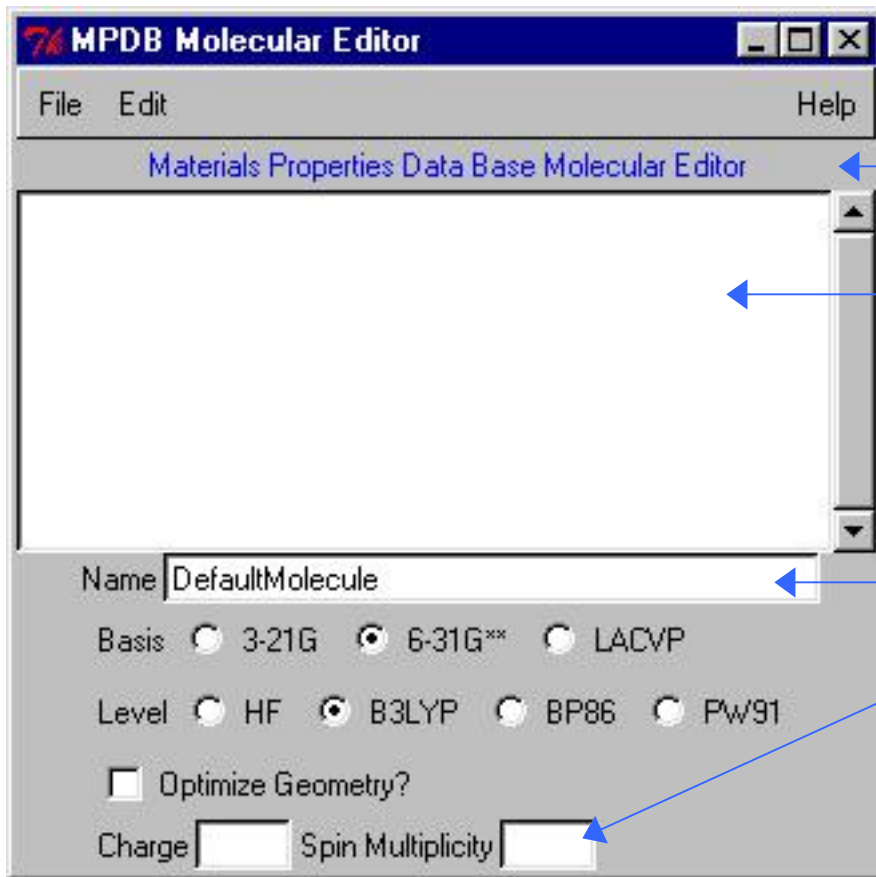
- Once we've specified the menubutton and the menu, we can add different commands to the menu

```
mb_file.menu.add_command(
    label='New...',
    command = self.new_mol)
```

- Here we've defined a new type of callback, one that points to one of our functions (self.new_mol) rather than a predefined function



Text Widgets



Label

Text area (for geometry input)

Text entry



Text Areas

- Text areas contain room for multiple lines of text

- Define a new frame and put a text area in it

```
textfr = Frame(frame)
```

```
self.text = Text(textfr,height=10,width=50)
```

- Put a scrollbar in this frame

```
scroll = Scrollbar(textfr,command =  
self.text.yview)
```

```
self.text.configure(yscrollcommand=scroll.set)
```

- Pack everything

```
self.text.pack(side=LEFT)
```

```
scroll.pack(side=RIGHT,fill=Y)
```

```
textfr.pack(side=TOP)
```



Text Entries

- Text entries contain single lines of text
 - Create a new frame for the entry, and put a label on it

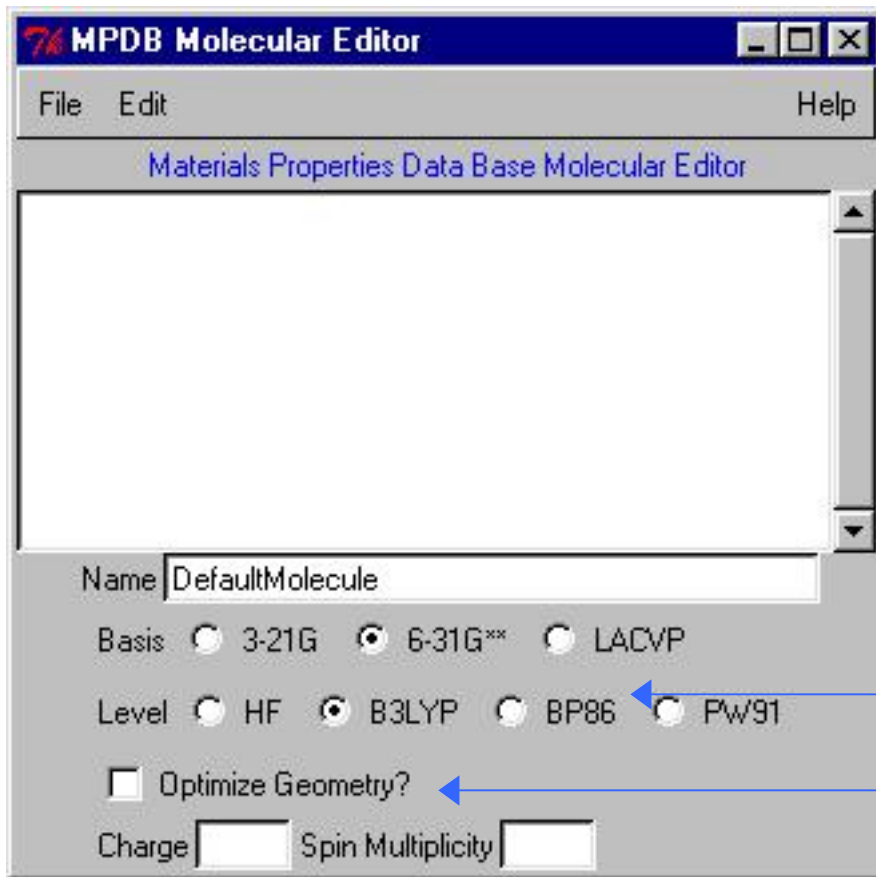
```
entry_frame = Frame(frame)
Label(entry_frame, text = 'Name')
    .pack(side=LEFT)
```
 - Define the entry, connect it to a variable, and put the current value of the variable in the entry

```
entry = Entry(f1, width=40,
    textvariable = self.mol_name)
entry.insert(0, self.mol_name)
```
 - Pack everything

```
entry.pack(side=LEFT)
entry_frame.pack(side=TOP, fill=Y)
```



Radiobuttons and Checkboxes



Radio buttons

Checkbox



Radiobuttons

- Radiobuttons signify a choice between exclusive options

- Create a frame and label

```
rbfr = Frame(f)
```

```
Label(rbfr, text='Basis').pack(side=LEFT)
```

- Add the buttons. Note that the variable connected to all buttons is `self.basis`

```
r321 = Radiobutton(rbfr, text='3-21G',  
                  value = '3-21G', variable=self.basis)
```

```
r321.pack(side=LEFT)
```

```
r631 = Radiobutton(rbfr, text='6-31G**',  
                  value = '6-31G**', variable=self.basis)
```

```
r631.pack(side=LEFT)
```

- Set the default and pack

```
r631.select()
```

```
rbfr.pack(side=TOP, fill=X)
```



Checkboxes

- Check boxes represent boolean choices (T or F)

```
cbfr = Frame(f)
```

- Add the buttons. Note that the variables are different.

```
cbgeo = Checkbutton(cbfr,  
                    text='Optimize Geometry?',  
                    state=NORMAL,  
                    variable=self.geo_opt).pack(side=LEFT)
```

```
cbsolv = Checkbutton(cbfr,  
                    text='Solvate?',  
                    state=NORMAL,  
                    variable=self.solvated).pack(side=LEFT)
```

```
cbfr.pack(side=TOP)
```



Notes

- This interface doesn't do anything; to make it work
 - Add Run command to File menu?
 - Put Submit button at the bottom?
 - Tie these commands to function calls
- Synergy between objects and widgets
 - Variables are passed automatically within class; you can refer to them as `self.whatever` and not have to worry about passing variables
 - Callback functions are similarly easy to handle; this is a particularly good deal because often programmers jump through hoops to define callbacks on the fly (lambda functions). IMHO this is a source of confusion and should be avoided.



Dialog boxes



- Convenient way to get feedback from a user
 - Confirm quit
 - Inputs data directly into program
 - Here 0 is returned for Yes, and 1 is returned for No



Simple Dialog Box Example

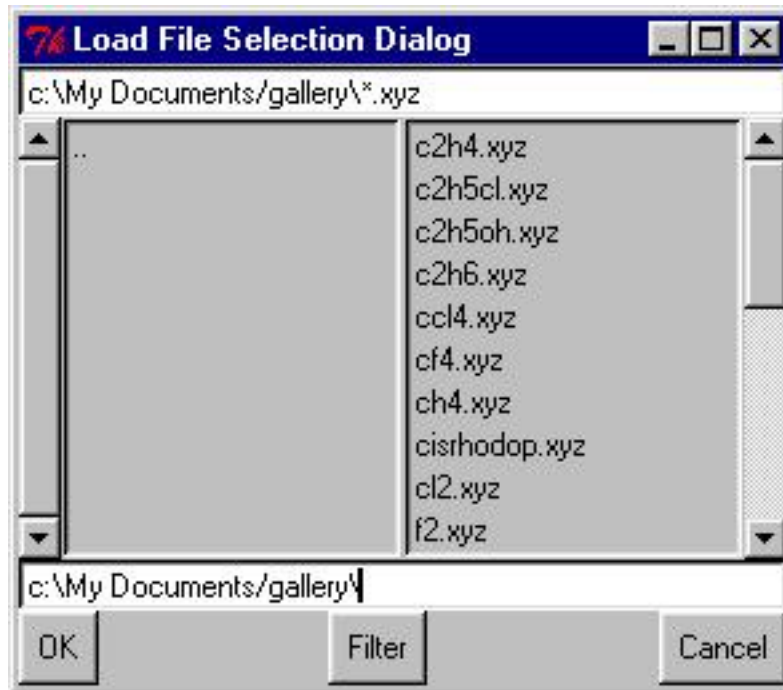
```
import sys
from Tkinter import *
from Dialog import *

def confirm_quit():
    d = Dialog(None, title="Goodbye?",
               text="Really Leave?", default=0,
               bitmap=DIALOG_ICON, strings=("Yes", "No"))
    if d.num == 0: sys.exit()
    return

l = Label(text="Hello, World!").pack()
b = Button(text="Goodbye",
           command=confirm_quit).pack()
mainloop()
```



File Browser Dialog



File Dialog Example Code

```
from Tkinter import *  
fromFileDialog import *
```

```
root = Tk()
```

- Set up the dialog box

```
filename=LoadFileDialog(root)
```

- Run it. Optionally you can give it a default directory and file filter, as shown here:

```
filename.go("~/gallery", "*.xyz")  
print filename
```



Python Mega Widgets

- Very extensive set of sophisticated widgets
 - counters, panes, dialogs, fields already having scrollbars, groups of widgets, etc.
- Built from basic Tk widgets
 - People are adding new ones all the time
- On MSC machines at /source/python/Pmw
 - Not currently installed
 - I'll be glad to install if anyone wants them
- Available on the web at
<http://www.dscpl.com.au/pmw>



wxPython

- Python bindings for wxWindows widget set
- Very professionally done
- wxWindows is available on all platforms
- Many notables in the Python community (Eric Raymond) are calling for wxPython to become the standard
- Not currently installed at MSC
 - I'll be glad to do so if there is desire
 - Still much more acceptance and much more use for Tkinter
- Available on the web at <http://wxpython.org>



References

- Web Pages

- Tkinter: <http://www.python.org/topics/tkinter/doc.html>
- Python megawidgets: <http://www.dscpl.com.au/pmw>
- wxPython: <http://wxpython.org>

- Books

- Programming Python, Mark Lutz, O'Reilly
- Python and Tkinter Programming, John E. Grayson, Manning Press
- Tcl and the Tk Toolkit, John K. Ousterhout, Addison-Wesley Professional Computing Series

