

CS2110 Lecture 36

April 19, 2021

- DS 9 due tomorrow: you should get full credit because the assignment takes you step by step through what you need to do
- HW 9 due Sunday
- Quiz 4 Friday in class
- Two more HW and DS assignments during the final two weeks of class. My goal is for no one to want/need to take the final exam.
Work hard on the homework - that's where you'll learn the material - and for many people that will be enough for the grade they want

Last time

- Started GUIs

Today

- *Discussion of too-similar incorrect code by several students on HW8 Q1*
- More basic GUI examples
- Discussion of HW9 specification and demo of solution

Links/resources for learning tkinter

- Chapter 15 of the interactive text has a LOT of info – more extensive than most of the other chapters.
- Tkinter info on the official Python site:
<https://docs.python.org/3.9/library/tkinter.html>
- This tutorial - http://www.tutorialspoint.com/python/python_gui_programming.htm - does a good job of explaining and demonstrating the basics and includes several good small examples. It seems like a good place to start.
- If you want a “real textbook chapter”, Chapter 6 of Kent Lee’s book “Python Programming Fundamentals” is pretty good. The book is electronically available to UI students through the UI library (you need to be on the campus network to access it). http://link.springer.com/chapter/10.1007%2F978-1-84996-537-8_6
- This site can also be very helpful. It’s usually the first hit when I do Google search (though I’m not sure all info there is fully up-to-date): <http://effbot.org/tkinterbook/tkinter-index.htm> *(AS OF 4/16/21, THIS SITE IS NO LONGER WORKING - NOT SURE IF IT WILL COME BACK)*
- Some of the explanations here can be helpful (e.g. explains “pack” better than many others): <http://thinkingtkinter.sourceforge.net>

- tkinter is big – there are long chapters and even whole books about it. You will use Tkinter in DS9, and HW9, HW10, and HW11, but not a lot of the features.
- You just need to understand the basics of a few widget types (Label, Entry, Button, Frame) and how to respond to events like button presses.
- Make sure you understand these small examples
 - minimal.py covered last time
 - minimal2.py covered last time
 - simplegui1.py covered today
 - simplegui2.py covered today
 - simplegui2wClass.py covered today

Next time

- GUIs and HW 9
- Preparation/info for Quiz 4