

# CSI 32 LECTURE NOTES (Ojakian)

## Topic 9: TKinter Geometry and Putting it all together

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### OUTLINE

(References: See Webpage)

1. Grid
  2. Pack
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#### 1. Frame Widget

- (a) Put widgets in it using any geometry manager.
- (b) Then place the entire Frame using any geometry manager
- (c)

**PROBLEM 1.** *Recall Problem 4 from Topic 8. Enhance it so that all the interaction is in the GUI. In particular, add a quit button and 2 labels, one for the distance traveled, and one for the time elapsed. Do this using Frames, trying out different configurations.*

#### 2. Grid Manager

- (a) Use .grid with “row = ” and “column = ”
- (b) “sticky = ” (put a compass direction)
- (c) padx and pady
- (d) “width = ” and “height = ” to (most) widgets

**PROBLEM 2.** *Decide on some web form with a relatively simple layout, then write a tkinter program that shows this layout, but does not do anything. Use Buttons, Labels, and Entry's.*

#### 3. Packer Manager

Imagine pack commands coming sequentially, with each one putting the object in the “next” spot.

Some modifiers:

- (a) side = LEFT, RIGHT, TOP, BOTTOM
- (b) padx and pady (again!)
- (c) Strategy: Just use one side, and multiple frames for hierarchical packing.

**PROBLEM 3.** *Try to do Problem 2 just using pack.*

#### 4. Dice Poker

Make graphical version of console dice poker.