

Tkinter : La suite

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Plan

- Classe Tk
- Rappels Widgets
- Le Widget RadioButton
- Le Widget Frame
- Pack vs. grid

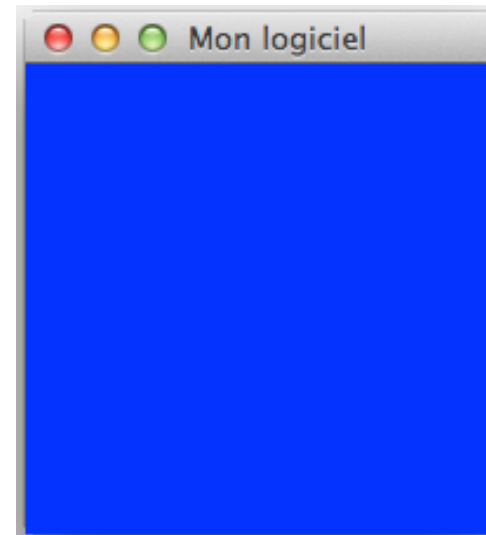
La classe Tk

```
# On importe Tkinter  
from tkinter import *
```

```
# On crée une fenêtre, racine de notre interface  
fenetre = Tk()
```

```
# On lui donne un titre  
fenetre.title('Mon logiciel')
```

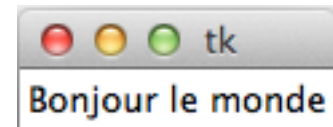
```
# On lui donne une couleur  
fenetre['bg']='blue'
```



Widgets : rappels

- On ajoute des composants d'interface graphique à une instance de Tk
- Chaque composant s'appelle un widget

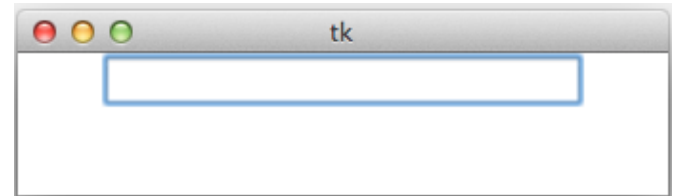
- **Widget Label**



```
monLabel = Label(fenetre, text="Bonjour le monde »)
```

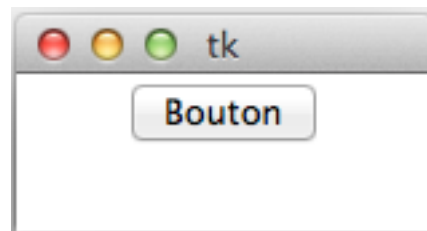
- **Widget Entry**

```
maZone = Entry(fenetre, width=30)
```



- **Widget Button**

```
monBouton = Button(fenetre, text="Bouton",  
command=uneFonction)
```



Widgets : Radiobutton

- **Bouton radio**

```
Radiobutton(instanceTk, text= "un texte", variable=maVar, value=1,  
command=uneFonction)
```

- **Exemple :**

```
fenetre = Tk()
```

```
maVar = IntVar()
```

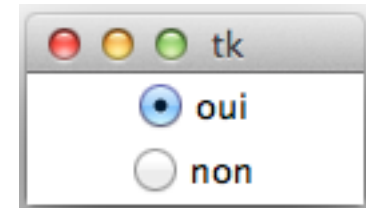
```
def uneFonction():  
    print (maVar.get())
```

```
monBoutonRadio1 = Radiobutton(fenetre, text="oui", variable=maVar,  
value=1, command=uneFonction)
```

```
monBoutonRadio1.pack()
```

```
monBoutonRadio2 = Radiobutton(fenetre, text="non", variable=maVar,  
value=0, command=uneFonction)
```

```
monBoutonRadio2.pack()
```



Widgets : Radiobutton

- Bouton radio

```
Radiobutton(instanceTk, text= "un texte", variable=maVar, value=1,  
command=uneFonction)
```

- Exemple :

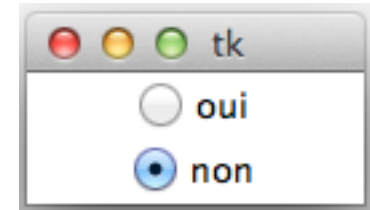
```
fenetre = Tk()
```

```
maVar = IntVar()
```

```
def uneFonction():  
    print (maVar.get())
```

```
monBoutonRadio1 = Radiobutton(fenetre, text="oui", variable=maVar,  
value=1, command=uneFonction)  
monBoutonRadio1.pack()
```

```
monBoutonRadio2 = Radiobutton(fenetre, text="non", variable=maVar,  
value=0, command=uneFonction)  
monBoutonRadio2.pack()
```



===== RESTART =====

```
>>>  
>>> 0  
,
```

Widgets : Radiobutton

- Bouton radio

```
Radiobutton(instanceTk, text= "un texte", variable=maVar, value=1,  
command=uneFonction)
```

- Exemple :

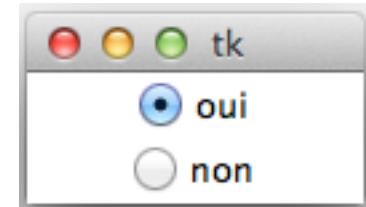
```
fenetre = Tk()
```

```
maVar = IntVar()
```

```
def uneFonction():  
    print (maVar.get())
```

```
monBoutonRadio1 = Radiobutton(fenetre, text="oui", variable=maVar,  
value=1, command=uneFonction)  
monBoutonRadio1.pack()
```

```
monBoutonRadio2 = Radiobutton(fenetre, text="non", variable=maVar,  
value=0, command=uneFonction)  
monBoutonRadio2.pack()
```



===== RESTART =====

```
>>>  
>>> 0  
1
```

Widgets : Frame

- Cadre

```
Frame(instanceTk, width=30, height=30)
```

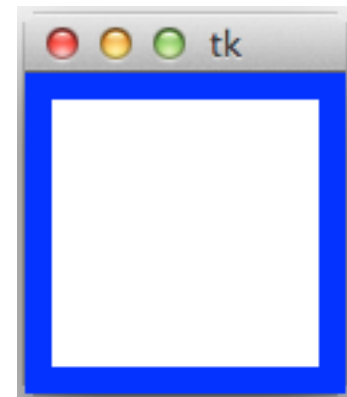
- Exemple :

```
fenetre = Tk()
```

```
fenetre['bg']='blue'
```

```
f = Frame(fenetre, width=100, height=100)
```

```
f.pack(padx=10,pady=10)
```



Widgets : Frame

- Cadre : peut contenir des Widgets (autre Frame, Entry, Radiobutton, Label ...)

- Exemple :

```
fenetre = Tk()
```

```
fenetre['bg']='blue'
```

```
f = Frame(fenetre)
```

```
f.pack(padx=10,pady=10)
```

```
l = Label(f, text="Un texte")
```

```
l.pack(padx=10,pady=10)
```



Pack vs. Grid

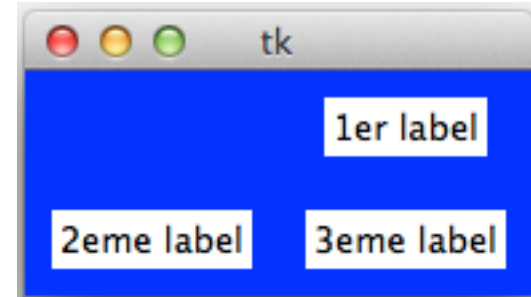
- Pour placer nos Widgets, nous avons vu la méthode pack
- Très vite limitée pour l'organisation d'une interface
- Méthode grid plus adaptée
- Grid considère la fenêtre comme un tableau

Pack vs. Grid

- Exemple

```
fenetre = Tk()
```

```
fenetre['bg']='blue'
```



```
l1 = Label(fenetre, text="1er label")
```

```
l1.grid(row=0, column=1, padx=10, pady=10)
```

```
l2 = Label(fenetre, text="2eme label")
```

```
l2.grid(row=1, column=0, padx=10, pady=10)
```

```
l3 = Label(fenetre, text="3eme label")
```

```
l3.grid(row=1, column=1, padx=10, pady=10)
```