



INTRODUCTION:

THIS COURSE IS DESIGNED TO PROVIDE A HANDS-ON INTRODUCTION TO GUI DEVELOPMENT USING TKINTER, THE STANDARD PYTHON LIBRARY FOR BUILDING USER INTERFACES. WHETHER YOU'RE A BEGINNER OR AN ASPIRING DEVELOPER LOOKING TO ENHANCE YOUR SKILLS, THIS COURSE WILL GUIDE YOU THROUGH THE FUNDAMENTALS OF TKINTER AND PROGRESSIVELY LEAD YOU TO DEVELOP A FULLY FUNCTIONAL GUI APPLICATION

PHASE 1: INTRODUCTION TO TKINTER

STUDENTS WILL LEARN THE BASICS OF TKINTER, INCLUDING WIDGETS, THE GRID SYSTEM, AND WIDGET PARAMETERS. THEY WILL ALSO MAP BUTTONS TO FUNCTIONS AND EXPLORE LAYOUT TECHNIQUES.

PHASE 2: INPUT HANDLING AND DYNAMIC WIDGETS

THIS PHASE COVERS ENTRY WIDGETS, HANDLING USER INPUT, AND EDITING WIDGETS DYNAMICALLY. STUDENTS WILL REINFORCE THESE CONCEPTS THROUGH A SAMPLE PROJECT.

PHASE 3: INTERACTIVE GUI ELEMENTS

STUDENTS WILL CREATE RADIO BUTTONS AND OPTION MENUS WHILE EXPLORING ALTERNATIVE PLACEMENT SYSTEMS AND STYLING TECHNIQUES, INCLUDING THE USE OF FRAMES.

PHASE 4: FINAL PROJECT IMPLEMENTATION

STUDENTS WILL DEVELOP A COMPREHENSIVE GUI APPLICATION, INTEGRATING ALL LEARNED CONCEPTS TO CREATE A FUNCTIONAL AND INTERACTIVE PROJECT.

PREREQUISITES

PRIOR KNOWLEDGE OF PYTHON FUNCTIONS, LISTS, AND BASIC OBJECT-ORIENTED PROGRAMMING IS ESSENTIAL

