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Tkinter GUI Application Development Blueprints



Synopsis

Master GUI programming in Tkinter as you design, implement, and deliver ten real-world applications from start to finish

About This Book Conceptualize and build state-of-art GUI applications with Tkinter Tackle the complexity of just about any size GUI application with a structured and scalable approach A project-based, practical guide to get hands-on into Tkinter GUI development

Who This Book Is For Software developers, scientists, researchers, engineers, students, or programming hobbyists with basic familiarity in Python will find this book interesting and informative. People familiar with basic programming constructs in other programming language can also catch up with some brief reading on Python. No GUI programming experience is expected.

What You Will Learn Get to know the basic concepts of GUI programming, such as Tkinter top-level widgets, geometry management, event handling, using callbacks, custom styling, and dialogs Create apps that can be scaled in size or complexity without breaking down the core Write your own GUI framework for maximum code reuse Build apps using both procedural and OOP styles, understanding the strengths and limitations of both styles Learn to structure and build large GUI applications based on Model-View-Controller (MVC) architecture Build multithreaded and database-driven apps Create apps that leverage resources from the network Learn basics of 2D and 3D animation in GUI applications Develop apps that can persist application data with object serialization and tools such as configparser

In Detail Tkinter is the built-in GUI package that comes with standard Python distributions. It is a cross-platform package, which means you build once and deploy everywhere. It is simple to use and intuitive in nature, making it suitable for programmers and non-programmers alike. This book will help you master the art of GUI programming. It delivers the bigger picture of GUI programming by building real-world, productive, and fun applications such as a text editor, drum machine, game of chess, media player, drawing application, chat application, screen saver, port scanner, and many more. In every project, you will build on the skills acquired in the previous project and gain more expertise. You will learn to write multithreaded programs, network programs, database driven programs and more. You will also get to know the modern best practices involved in writing GUI apps. With its rich source of sample code, you can build upon the knowledge gained with this book and use it in your own projects in the discipline of your choice.

Style and approach An easy-to-follow guide, full of hands-on examples of real-world GUI programs. The first chapter is a must read as it explains most of the things you need to get started with writing GUI programs with Tkinter. Each subsequent chapter is a stand-alone project that discusses some aspects of GUI programming in detail. These chapters can be read sequentially or randomly depending upon the readers experience with Python.

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Customer Reviews

Tkinter Application Development Blueprints is a well paced introduction to concepts, theory, and practical usage of the Tkinter GUI library for Python. The author does a good job introducing the library (chapter 1), an broad overview of its API, and then goes into example usage of different features (subsequent chapters). Note that being a 'Blueprint' based book entails that the download and active usage of the source code listings is rather necessary. It is code centric, so make sure you download all the code examples as you read through each chapter. Having the code on another monitor by your side makes referring to what the author talks about easier. Setting up a simple execution environment (in IDLE, PyCharm, etc.) is helpful too, if a particular Blueprint seems like something you want to try out. I particularly like the approach of this book as it gets to the detail of why using specific parts of the API in different situations matters, and the caveats/ advantages of certain ways of approaching your development. This is what makes good programming books actual 'books' that distill the author's and editors' knowledge and experience, rather than just regurgitated ideas of an API you could find on readthedocs. Well done, highly recommended.

I wish I had found this book earlier. Lots of great examples. Excellent coding practice. Well worth the money. The book goes beyond Tkinter to include extension like ttk. It also offers excellent programming and program optimization advice. It would be helpful if the reader had some gui programming experience--if nothing else than to know the value of this book.

I bought this book some weeks ago and after all the lines of code and explanations around the main examples of python desktop applications I must say that this book completely reduce the gap between python script development and gui desktop application development. But be careful with the first chapter because it is better to understand it clearly and take a time for practices its examples before continuing with the next pages. I know this author published some time ago another book about Tkinter but this last version is better explained and detailed with the code and explanations. Just 4 of 5 stars because I consider that the sample code would be better presented -indentations and some more- and maybe some parts of the book like geometry managers and events management could be explained a bit more. If you are a novice python programmer maybe first you have to take a look on this book Python GUI Programming Cookbook just as an introduction to this new one. And of course go to the tkinter official page and download the tutorial. Now I'm migrating from Java to python for small desktop application and those books help me with my common and complex tasks. I recommend them.

The book was a really good idea to buy. It explains the essential parts that are needed plus the integration of the gui with the main application. This is often very poor in books but not in that.

I purchased the book a few weeks ago and I have to say that I'm very pleased with it! Why I'm very pleased? Well I would call myself an advanced beginner in python and before reading this book this "GUI Thing" always frightened me because I thought it would be very complicated to warp a gui around my scripts. After reading and working through this great book, I know that I was completely wrong and now it feels a bit like I could do magic When you know a bit python, this book takes you by the hand and guides you through it. The chapters have the right size to work thru them and you still know what was at the beginning when you reached the end! And that even for a non English native like me!!! While being closed lesson for them self, each chapter takes you one step forward. Also the examples all worked well and are nice to edit and play with them. So all in all I can really recommend this book!

I need to build two desktop applications with relatively simple user interfaces. I could have gone with a third-party library, but tried Tkinter, since it comes with Python. I got about a third of the way into the first project when I saw this book. It hasn't disappointed! I was even able to see a few places in my project where I was heading down a rabbit hole. Thanks to this book...rabbit hole avoided! The explanations are clear and simple to understand, and the code examples are just complex enough to be useful with relatively challenging problems.

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