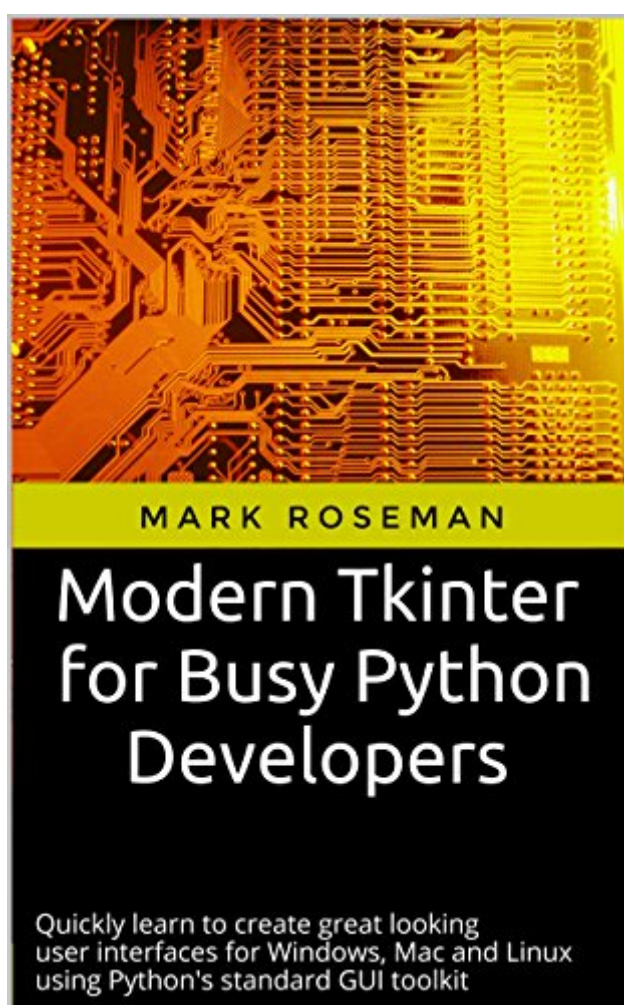


The book was found

Modern Tkinter For Busy Python Developers: Quickly Learn To Create Great Looking User Interfaces For Windows, Mac And Linux Using Python's Standard GUI Toolkit



Synopsis

This book will quickly get you up to speed with building attractive and modern graphical user interfaces with Python and Tkinter, it's standard GUI toolkit. Newer versions of Tkinter represent a quantum leap forward, leaving behind the often ugly and outdated Tkinter appearance you may be familiar with. But until now, it's been difficult to find out just how to take advantage of all those exciting enhancements. Who this Book is for This book is designed for developers building tools and applications in Tk. It's also concerned with fairly mainstream graphical user interfaces, with buttons, lists, checkboxes, richtext editing, 2D graphics and so on. So if you're either looking to hack on Tk's internal C code, or build the next great 3D immersive game interface, this is probably not the material for you. This book also doesn't teach you the Python programming language (the book uses Python 3), so you should have a basic grasp on that already. Similarly, you should have a basic familiarity with desktop applications in general, and while you don't have to be a user interface designer, some appreciation of GUI design is always helpful. Whether you are entirely new to Tkinter, or just need to bring your Tkinter knowledge up to date, this book will give you everything you need to start building modern, attractive Tkinter-based user interfaces that run on Windows, Mac and Linux. What's In This Book This book brings together Python-specific information from the multi-lingual TkDocs.com website, and supports further development of that site. Topics covered include: Installing Tkinter Basic Tk Concepts (widgets, geometry management, event handling) Basic Widgets (frame, label, button, checkbutton, radiobutton, entry, combobox) Grid Geometry Manager More Widgets (listbox, scrollbar, sizegrip, text, progressbar, scale, spinbox) Menus (menubars, platform menus, contextual menus) Windows and Dialogs Organizing Complex Interfaces (separator, labelframe, panedwindow, notebook) Fonts, Colors and Images Canvas Widget Text Widget Tree Widget Styles and Themes

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Customer Reviews

Bought the book yesterday and haven't finished it but so far I'm enjoying it. I realize that much of this content is available at tkdocs.com, a site I have visited many times in the past, but this format is superior in terms of focusing on python (my interest) and greater thoroughness and references. I have spent countless hours searching the web for modern best practices and packages regarding tkinter on python. At last I have high hopes that this book will significantly curtail those searches. So far I've only run into one technical problem - looks like some ruby code got accidentally inserted in section 4.3 which could really be confusing to an early learner. I'll report back if I see more troubles. Thanks to Mr. Roseman.

This book gave me a clear picture of the latest best practices for writing GUIs (graphic user interfaces) for Python programs. I have worked in 27 different programming languages over the years, but for the last six years I have worked mostly in Python or occasionally in IronPython. Several major applications have been developed for private users. Though Tk module for GUIs was used for some of these, I had missed the major improvements that came with Tkinter 8.5 as part of Python 2.7. This book (read in the Kindle version on a tablet) brought me quickly up to speed. Long-time Python users should be warned: Half the Python world is still using Python 2.7.3 because many 3rd-party modules have not been updated to Python 3.x or because legacy software is being maintained. The other half of the Python world is using Python 3.x. The book is written with Python 3.3 in mind. The author explains (a little late) that the Tk module in 2.7 is imported as Tkinter (uppercase T) while it is tkinter (lowercase t) in 3.3. As far as I can find, it is not mentioned that the themed widgets ttk module in 2.7 is a separate module whereas in 3.3 it is sub-module of tkinter. Such minor confusions slow things a bit. But to repeat, it is a very good book. I am delighted with the new GUI tools. John

After reading the brief description here, I was unsure what the book actually covered. The hint is in the last line of the description, referring to the tkdocs website. If you go to tkdocs home, near the top, select the tutorial tab. You'll see the contents for the book which covers Perl, Tcl, Ruby, and Python usage. To view the contents with only one language usage, e.g. to see only Python usage, go to the Tutorial section on the right side, find the Show dropdown list, and select Python. The links that appear immediately below this will now view the Tutorial with only the Python usage. I think this is the same content as appears in the Kindle edition. I've worked through a couple of other Python/Tk (Tkinter) tutorials, and will view this one next. It looks very useful. Besides the usual tutorial first steps, for each widget, it includes a link to the full language reference. Very valuable when you want to go beyond the basics. You should have a basic understanding of Python before starting. From the book, "This tutorial is designed for developers building tools and applications in Tk. It's also concerned with fairly mainstream graphical user interfaces, with buttons, lists, checkboxes, richtext editing, 2D graphics and so on. So if you're either looking to hack on Tk's internal C code, or build the next great 3D immersive game interface, this is probably not the material for you. This tutorial also doesn't teach you the underlying programming language..."

This book is exactly what the title says, 'for busy Python developers' and maybe that is why I felt wanting after reading it in about an hour. The most valuable thing I took away was to use ttk and not the classic widgets. However, as I read the book I realized what I really wanted to focus on was the very powerful canvas component. Like the others, it got a 'you can read a lot more about it in the documentation' dismissal where I would have loved several more examples. I did not realize you could tag all the canvas objects and apply transformations to them all that the same time. That tidbit and the ttk info was worth the \$10 to me that I paid. It sent me off searching for a book focused entirely on just the tkinter canvas component for visualizations and junior game development (that I teach mostly school age kids here at my school to get them to program). I wanted something to fill the gap between turtle graphics and Pygame that only deals with tkinter canvas, which ships with every Python installation. So far I haven't found such a book and might write it. *grin* I should note that the Python syntax indentation and otherwise failed completely on my Kindle but I didn't mind so much because I could figure it out.

This was the tkinter book I've needed. I thought of the tkinter module for Python as an unfortunate relic, but this view mostly came from the lack of documentation. My tkinter knowledge was grudgingly built up from various sources online (effbot and the official documentation are alright), but

it didn't really seem to click until I read Roseman's Modern Tkinter for Busy Python Developers. The book does a good job of explaining tkinter with everyday language and code examples. There are no other books that focus on Python's tkinter module, and I'm very grateful that this book exists and is such an easy read.

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