

U1L13 Challenge Cheat Sheet

Code Club South Africa

Required Modules: tkinter

Required Widgets: Tk(), Label(), Text(), Entry(), Button()

Reference Key:

A = The window it must display on.

B = The text it must display.

C = Co-ordinates for placing text. Eg: 0.0

D = Function's name without brackets - runs when button is clicked.

X = Variable name

tkinter.Tk() - Used to create a window.

tkinter.Label(A, text = B) - Used to display text.

tkinter.Text(A) - Creates a Text box.

X.insert("C", B) - Inserts text into the Text box widget.

tkinter.Entry(A) - Creates an Entry widget for inputting data.

X.get() - Gets the value entered in the Entry widget.

tkinter.Button(A, text = B, command = D)

X.grid(row = , column = , rowspan = , colspan =)

row = Which row it must appear on, starts at 0.

column = Which column it must appear on, starts at 0.

rowspan = Number of rows it must take up.

colspan = Number of columns it must take up.

(only use the properties you need)

Additional Info: Use if-statements to compare the user's entry to the actual information. Remember to use == instead of = to compare. You do not need a way for the user to change the username and password, you can set it in your code.

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