

# Classy GUIs

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Using object oriented programming to write better GUIs

Enable native scrolling

1/8

## OO GUI programming

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```
1 class ButtonsWindow(object):
2     def __init__(self):
3         self.setup_buttons()
4
5     def run(self):
6         self.window.mainloop()
```

...

The code above contains an object oriented approach to GUI programming but it also contains a few errors and unimplemented functionality fix the program so that whenever a button is pressed the corresponding text is `print()`ed on the terminal

2/8

## Working example

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```
1 class PrintingButton(object):
2     def __init__(self, window, label):
3         self.label= label
4         self.button= tk.Button(
5             window, text=label,
6             command= self.on_pressed
7         )
8         self.button.pack()
9
10    def on_pressed(self):
11        print(self.label)
```

...

3/8

## ATduino library

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Download and flash the atduino Arduino sketch introduced in [tutorial 16](#)

Copy the content of the [atuino python code](#) into a file called `atuino.py`

Open a terminal, `cd` into the directory where you saved the `atuino.py` file and type `python` (on Windows) / `python3` (everywhere else) to start an interactive python session

4/8

# ATduino library

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```
1 >>> import atduino
2 >>> arduino= atduino.Arduino('/dev/ttyACM0')
3 >>> led= atduino.OutputPin(arduino, 13)
4 >>> led.turn_on()
5 >>> led.turn_off()
```

Enter the python statements above into the interactive session, remember to replace /dev/ttyACM0 with the actual name of your serial port

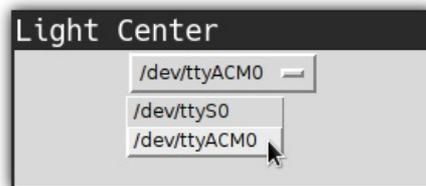
The led.turn\_on/led.turn\_off statements should turn the on-board LED on/off

*Hint:* You can use the [Arduino IDE](#) to find the name of your serial port

5/8

## Port selector

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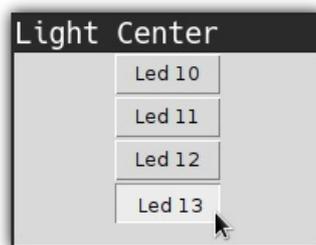
[This](#) program should provide a drop-down menu to select a serial port but some parts are missing, fix them

Once the program is fixed and you select the correct port, the LEDs on your Arduino should flash

6/8

## LED Buttons

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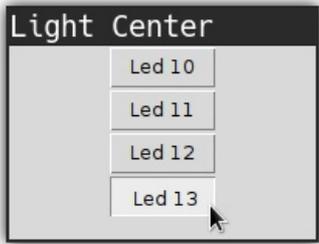
[This](#) program contains a working drop-down list and displays buttons to control the LEDs attached to the Arduino

The LED controlling part does not work, find out why and fix the problem

7/8

# Working example

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