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Thread: [OOP loading the event listener.. not working](#)

Coffee is love - February 16, 2015, 10:46 pm

I'm adept or just plain shit at this lol this is the error message

Code Exception in Tkinter callback

Traceback (most recent call last):

```
File "C:\Python27\lib\lib-tk\Tkinter.py", line 1410, in __call__  
    return self.func(*args)
```

TypeError: transfer() takes exactly 3 arguments (1 given)

how do I fix this.. or make this code better to work like a fake paypal? lol

Code from Tkinter import *

#window create

```
class Person(Frame):  
    def __init__(self,name):  
        Frame.__init__(self,name)  
        self.grid()  
        self.button_clicks = 0 #wtf clicks  
        self.create_widgets()  
        self.name = name  
        self.money = 0  
    def create_widgets(self):  
        self.button1 = Button(self)  
        self.button1["text"] = "amount of fucks given: 0"  
        self.button1["command"] = self.transfer  
        self.button1.grid()  
        self.button1.configure(text = "Send Money")  
    def transfer(sender,reciever,amount):  
        if sender.money >= amount:  
            sender.money -= amount  
        else:  
            raise Exception  
        reciever.money += amount  
root = Tk()  
root.title("Fake Paypal")  
root.geometry("900x500")  
app = Person(root)  
app.grid()
```

```
class Iced_Coffee:  
    def __init__(Taylor,name):  
        Taylor.name = name  
        Taylor.money = 0
```

```
Taylor = Iced_Coffee("Taylor")
#kickoff loop mofo
root.mainloop()
```

bytecoder - February 17, 2015, 7:17 am

Quote:how do I fix this

Your transfer function is lacking of information.

Your code is in general really messy. Please, take the time to read this common style guide:
python.org/dev/peps/pep-0008/

For this project you need more basic skills. Try to work with functions before you go for classes/OOP.

Try to make more baby steps in your code, like:

1. Create form
 2. Create button
 3. Theory: How does tkinter work with classes/function
 4. Create a function that send money
 5. Create a function that saves the money
- and
so
on

TheComet - February 17, 2015, 10:29 am

Two problems here.

1) transfer() is a member function of your class Person. Every member function has to begin with the "self" argument if it isn't static.

def transfer(sender,reciever,amount) should be def transfer(self, sender, reciever, amount)

2) The error message you're getting means you're calling person.transfer() with too few arguments. Your function wants 3 (with the "self" it's actually 4, but that's passed automatically), but python is telling you it only received 1 argument (namely the automatic "self" argument).