

Forum:[Hack Forums](#)

Thread: [Tkinter program with classes\(Object oriented\)](#)

CrazyLinuxHacker - April 16, 2018, 11:17 am

Code # Modules

```
from tkinter import *
```

```
# Converter function
```

```
def converter():
```

```
    try:
```

```
        c = float(entry1.get())
```

```
        fahrenheit = c * 9 / 5 + 32
```

```
        entry2.delete(0, END)
```

```
        entry2.insert(0, fahrenheit)
```

```
    except:
```

```
        print("Celcius field is empty!")
```

```
# Create window
```

```
window = Tk()
```

```
window.title("Celsius to Fahrenheit converter")
```

```
window.geometry("250x100")
```

```
# First label
```

```
label1 = Label(window, text='Celsius')
```

```
label1.grid(row=0, sticky=W)
```

```
# First entry
```

```
entry1 = Entry(window)
```

```
entry1.grid(row=0, column=1)
```

```
# Second label
```

```
label2 = Label(window, text='Fahrenheit')
```

```
label2.grid(row=1, sticky=W)
```

```
# Second entry
```

```
entry2 = Entry(window)
```

```
entry2.grid(row=1, column=1)
```

```
# Button
```

```
button1 = Button(window, text='Convert', command=converter)
```

```
button1.grid(row=2, sticky=W)
```

```
window.mainloop()
```

How can i made the same program with classes? ?

.kr. - April 16, 2018, 12:38 pm

try it like this:

GUI.py:

Code from tkinter import *

from Converter import Converter

class GUI:

```
def __init__(self):
    self.window = Tk()
    self.window.title("Celsius to Fahrenheit converter")
    self.window.geometry("250x100")

    self.label1 = Label(self.window, text='Celsius')
    self.label1.grid(row=0, sticky=W)

    self.entry1 = Entry(self.window)
    self.entry1.grid(row=0, column=1)

    self.label2 = Label(self.window, text='Fahrenheit')
    self.label2.grid(row=1, sticky=W)

    self.entry2 = Entry(self.window)
    self.entry2.grid(row=1, column=1)

    self.button1 = Button(self.window, text='Convert', command=self.convert)
    self.button1.grid(row=2, sticky=W)

    self.window.mainloop()

def convert(self):
    self.entry2.delete(0, END)
    self.entry2.insert(0, str(Converter().c2f(self.entry1.get())))
```

Converter.py:

Code class Converter:

```
def __init__(self):
    pass

    @staticmethod
    def c2f(c):
        try:
            return float(c) * 9 / 5 + 32
        except ValueError as e:
            return e
```

run.py:

Code from GUI import GUI

def main():

gui = GUI()

```
if __name__ == '__main__':
    main()
```

CrazyLinuxHacker - April 17, 2018, 10:58 am

Thank you for your help but can you write it all together?

.kr. - April 17, 2018, 11:23 am

are you serious?

Code from tkinter import *

```
class Converter:
    def __init__(self):
        pass

    @staticmethod
    def c2f(c):
        try:
            return float(c) * 9 / 5 + 32
        except ValueError as e:
            return e

class GUI:
    def __init__(self):
        self.window = Tk()
        self.window.title("Celsius to Fahrenheit converter")
        self.window.geometry("250x100")

        self.label1 = Label(self.window, text='Celsius')
        self.label1.grid(row=0, sticky=W)

        self.entry1 = Entry(self.window)
        self.entry1.grid(row=0, column=1)

        self.label2 = Label(self.window, text='Fahrenheit')
        self.label2.grid(row=1, sticky=W)

        self.entry2 = Entry(self.window)
        self.entry2.grid(row=1, column=1)

        self.button1 = Button(self.window, text='Convert', command=self.convert)
        self.button1.grid(row=2, sticky=W)

        self.window.mainloop()

    def convert(self):
        self.entry2.delete(0, END)
        self.entry2.insert(0, str(Converter().c2f(self.entry1.get()))))

def main():
    gui = GUI()

if __name__ == '__main__':
    main()
```

CrazyLinuxHacker - *April 17, 2018, 11:40 am*

Thank you again. I'm new in programming.