Computer Programming Using Kivy 1.7.2 - **GUI 6** - Images in Windows

GOAL: **Make a GUI program with three buttons, each with different text, that each load a different image.**

Plan your program

* Think of what kind of program you would like to make—decide what each button will say, and what image will appear when you click each.

Gather Resources (3 images)

* Go to Start, Computer, StudentSharedFiles, Public, Pictures
  + If you find a picture you want in one of the folders in Pictures, make sure the picture is closed, click the picture’s filename only once so it is highlighted in blue, then on the left bar, click Copy File, then choose Computer, then your home drive (H:).
  + You can also use the website links in the StudentSharedFiles, Public, Pictures folder in order to find pictures that have an open license (images that are public domain, or that the author has let people use if you credit them). The two sites with the most kinds of photos are morguefile.com which has many scenes and objects, and public-domain-image.com has many kinds of animals and other things. **For any pictures downloaded from the internet you must credit the author, at least by renaming the file before you hit save**.

Make sure you put the author’s name on the site and what site they are on.

* + - For example, right-click the picture, Copy
    - Open IrfanView. Click Edit, Paste
    - Click Image, “**Resize/Resample…”,** choose **“Best Fit to Desktop”** (The image must be smaller than the screen to work in Kivy 1.7.2), OK
    - File, Save As, For Format, choose “**JPG - JPG/JPEG Format**”,

Then BEFORE you hit save,

Choose Computer, H:, & change name to:

some animal (*AUTHOR* on *MORGUEFILE*).jpg

* + - * You must change some animal to whatever the picture is.
      * You must change AUTHOR, and MORGUEFILE to the author & site of the image.

(Google Images does not count as a site—it is a search engine—just because you took the image doesn’t mean the author gave it to you! If you actually needed to use Google images, you would have to first go to **search**.**creativecommons**.org, choose the Google option, search, click “Images” link at the top, click on the picture you want, click “Visit Page” then find the author there. Creative Commons is an open license so you can use the image in public if you credit the author properly without the author taking down your work. Using public-domain-image.com or morguefile.com is much easier)

* Repeat for two more, so that you have 3 total images in your H: drive.

Making a new copy of kivy-boxlayout.py (so you don’t have to retype the code for making a Kivy App):

* Open NINJA
* File, Open, then choose your *kivy-boxlayout.py* (or File, New, then paste the code from GUI 1 instructions)
* Make sure that the program runs and looks exactly like the code in the GUI 1 instructions.
* File, Save As, Computer, H:, then name it ***gui6images.py***

(continue to next page)

Computer Programming Using Kivy 1.7.2 - **GUI 6** (continued from previous page)

Making a vertical BoxLayout that contains a horizontal layout and an Image

(the horizontal layout will be used to arrange 3 buttons):

* Add the Circled Areas
* For the text on the buttons that is blurred out in the picture below, type whatever you want the button to show—for example, if you want to show a monkey picture, maybe make the text say “Monkey” or “Visit a tree”
* where “MyApp” is used, both times, change it to whatever you want to name your App such as NatureWalkApp

