«Display\_Name»

Computer Programming Using Kivy 1.9.0 - **IGUI 2** - Button Events

GOAL: Make a window with a button that prints text to the operating system

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

* Open Geany
* File, **Open**, then choose your *igui-boxlayout.py* (or File, New, then paste the code from IGUI 1 instructions)
* Make sure that the program runs and looks exactly like the code in the GUI 1 instructions (see picture on right).
* File, **Save As**, Computer, your home drive, then name it *igui2event.py*

Customize the name of the App and text of the button:

* **Both** times MyApp is mentioned, change it to **StandardOutputApp**
* Change the button’s text from 'OK' to 'Write to Log'

Make the button print text to standard output:

* First, make an event handler for clicking. Inside the Form, delete “pass” and instead, define a method:



* Next, make the form call the writeLogClick method when the Button is touched. Bind the method to the button after you create the button (but before you return form1):



**FYI (for your information):**

In a GUI program, print does not show text to the user—it only shows text to the operating system (you can see standard output as text in the black console window). The purpose of print in GUI programs is to log errors or send output to other programs or files. Even many console (text terminal) programs use print for these reasons instead of for showing messages to the user. If you have errors in your source code, look for the name of your file: there you can see which line number has an error and what the error is.

BONUS:

Make a button that prints a global variable (at the beginning of the program, make up any variable named anything you want and set its value, then make the print function display it).