Computer Programming Using Python 2.7

Part 13 Showing a Dialog Box

Goal: make a program with a window with button that shows a dialog box button that makes dialog box appear, dialog box that asks if want applesauce, then if you push Yes the program increments a global variable called applesauce

Make the main frame:

* Open wxGlade
* File, Save As, **Part13Dialog**
* Add a Frame (Click the first button on tool panel on top left). A frame will appear. If you lose it, you can double-click it in the tree view at the top middle (double-click the frame under Application) & it will appear.
* Add a button (click small “OK” button on top left panel, then click anywhere in the frame)
* In widget tab, make Label say **Show Dialog**
* In Event tab, for EVT\_BUTTON under Handler type **Onbutton1**

Make a dialog box:

* **Add a Dialog** with the  dialog button (2nd button on tool panel on top left)
* **Add a GridSizer:** click the  grid sizer button then click on the empty Dialog frame. Make it two columns (this will hold 2 buttons to answer a question).
* Add **Static Text**: click  then click on the top left frame.
* Click the **Widget** tab then change the Label to any question you want
* Make two buttons side by side: Click the  button tool then click on two of the columns.
* On the Widget tab, make the left button say Yes & right button say No.
* On the Events tab, make the value for EVT\_BUTTON Handler be **OnYes** and the other button’s Handler be **OnNo**

On 1st frame, click button, click Events, then name handler **Onbutton1**

Click **Application**, change output to **H:\part13dialog.pyw**

then click **Generate Code.**

Open **IDLE**, then open part13show.pyw **Find the Onbutton1 function** then change the code:

(first **delete the two lines** **under it** that say print “Onbutton1 is not implemented” & event.Skip then:)

**dia = MyDialog(self, -1, 'buttons')**

**dia.ShowModal()**

**dia.Destroy()**

*Make sure that ‘buttons’ is green—make sure whenever you paste from Word you erase the slanted quotes & replace with straight quotes!*

***Part 13 day 2 – make the buttons do something***

Now we can make the OnYes handler increase our applesauce by 1:

* Make sure you did all of the steps up until now. If you change something in wxGlade after you generate code,you will have to **name it something else before pushing Generate Code** so you don’t overwrite the things you made in IDLE. If you don’t care, click the Overwrite existing sources checkbox. If you neither change name nor check overwrite, Generate Code **will do nothing**!