

# Graphical User Interface Programming (Part 2)

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## Objectives

- We will cover:
  - “High-level” GUI programming using the *PyQt5* GUI library

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### Objectives

Continuing from last lecture...

[see slide]

## Agenda

- **PyQt5 event handling**
- PyQt5 signal & slot reference
- PyQt5 dialogs
- A larger PyQt5 example
- GUI principles

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### PyQt5 Event Handling

So far we've covered:

Widgets

Layout management

#### **Problem:**

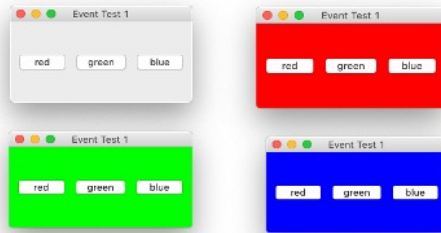
Widgets are inert

## PyQt5 Event Handling

- PyQt5 event handling mechanism:
  - *Signals* & *slots*

# PyQt5 Event Handling

- See **eventtest1.py**
  - The job:
    - Handle events on `QPushButton` objects



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## PyQt5 Event Handling

[see slide]

Code notes:

- global window

- Defines window variable to be global

- Functions other than `main()` can access window variable

- `red_button.clicked.connect(red_button_slot)`

- Function callback mechanism

- `clicked` is a **signal**

- `red_button` is the **receiver** of the signal

- `red_button_slot` is a **slot**

- `red_button clicked => call red_button_slot`

## PyQt5 Event Handling

- **Problem:**
  - Slots often must access widgets
  - Poor style to use global variables
- **Solution:**
  - Inner function definitions...

## PyQt5 Event Handling

- See **eventtest2.py**
  - The job:
    - Same as eventtest1.py
    - Uses inner function definitions

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### PyQt5 Event Handling

[see slide]

Code notes:

#### ***Inner function definitions***

In spirit, similar to Java's inner class definition

Inner function can access variables (such as window) that are local to containing function/method

## Agenda

- PyQt5 event handling
- **PyQt5 signal & slot reference**
- PyQt5 dialogs
- A larger PyQt5 example
- GUI principles

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### PyQt5 Signal & Slot Reference

We've seen one signal for one widget: clicked for QPushButton

There are many other signals which can be used for many other widgets



# PyQt5 Signal & Slot Reference

## Legend:

### Class

```
signal => slot(type param, ...)
```

## Example:

### QPushButton

```
clicked => f(bool checked)
```

When a `QPushButton` object receives a `clicked` signal, it can call a slot with 0 or 1 parameters

If there is a parameter, its type is `bool`, and a descriptive name for it is `checked`

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## PyQt5 Signal & Slot Reference

This slide and the following multiple slides are a terse reference on the signal & slot mechanism

For each common Widget class, the slides show:

- The signals that the widget can receive
- The structure of the slot that you might associate with that signal

[see slide]

# PyQt5 Signal & Slot Reference

## Class

signal => slot(type param, ...)

### QPushButton

```
destroyed => f(QObject obj)
customContextMenuRequested => f(QPoint pos)
windowIconChanged => f(QIcon icon)
windowIconTextChanged => f(QIcon iconText)
windowTitleChanged => f(str title)
clicked => f(bool checked)
pressed => f()
released => f()
toggled => f(bool checked)
```

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## PyQt5 Event Handling

For reference

This slide shows the signals that a QPushButton object can receive.

Red indicates a signal that is often handled

A QPushButton object receives a clicked signal whenever the user clicks on the object

# PyQt5 Signal & Slot Reference

## Class

signal => slot(type param, ...)

## QLabel

```
destroyed => f(QObject obj)
customContextMenuRequested => f(QPoint pos)
windowIconChanged => f(QIcon icon)
windowIconTextChanged => f(QIcon iconText)
windowTitleChanged => f(str title)
linkActivated => f(str link)
linkHovered => f(str link)
```

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## PyQt5 Event Handling

For reference

This slide shows the signals that a QLabel object can receive.

The absence of any red lines indicates that programmers rarely do signal handling for QLabel objects

# PyQt5 Signal & Slot Reference

## Class

signal => slot(type param, ...)

### QLineEdit

```
destroyed => f(QObject obj)
customContextMenuRequested => f(QPoint pos)
windowIconChanged => f(QIcon icon)
windowIconTextChanged => f(QIcon iconText)
windowTitleChanged => f(str title)
cursorPositionChanged => f(int oldPos, int
newPos)
editingFinished => ()
inputRejected => f()
returnPressed => f()
selectionChanged => f()
textChanged => f(str newText)
textEdited => f(str newText)
```

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## PyQt5 Event Handling

For reference

This slide shows the signals that a QLineEdit object can receive.

Red indicates signals that are often handled

A QLineEdit object receives a returnPressed signal whenever the user, having entered some text, presses the Enter key

A QLineEdit object receives a textChanged signal with each character that the user enters into the object

# PyQt5 Signal & Slot Reference

## Class

signal => slot(type param, ...)

### QTextEdit

```
destroyed => f(QObject obj)
customContextMenuRequested => f(QPoint pos)
windowIconChanged => f(QIcon icon)
windowIconTextChanged => f(QIcon iconText)
windowTitleChanged => f(str title)
copyAvailable => f(bool yes)
currentCharFormatChanged => f(QTextCharFormat
fmt)
cursorPositionChanged => f()
redoAvailable=> f(bool available)
selectionChanged => f()
textChanged => f()
undoAvailable => f(bool available)
```

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## PyQt5 Event Handling

For reference

This slide shows the signals that a QTextEdit object can receive.

Red indicates a signal that is often handled

A QTextEdit object receives a textChanged signal with each character that the user enters into the object

# PyQt5 Signal & Slot Reference

## Class

signal => slot(type param, ...)

### QSlider

```
destroyed => f(QObject obj)
customContextMenuRequested => f(QPoint pos)
windowIconChanged => f(QIcon icon)
windowIconTextChanged => f(QIcon iconText)
windowTitleChanged => f(str title)
actionTriggered => f(int action)
rangeChanged => f(int min, int max)
sliderMoved => f(int value)
sliderPressed => f()
sliderReleased => f()
valueChanged => f(int value)
```

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## PyQt5 Event Handling

For reference

This slide shows the signals that a QSlider object can receive.

Red indicates a signal that is often handled

A QSlider object receives a valueChanged signal whenever the user moves the slider's handle

# PyQt5 Signal & Slot Reference

## Class

signal => slot(type param, ...)

### QCheckBox

```
destroyed => f(QObject obj)
customContextMenuRequested => f(QPoint pos)
windowIconChanged => f(QIcon icon)
windowIconTextChanged => f(QIcon iconText)
windowTitleChanged => f(str title)
clicked => f(bool checked)
pressed => f()
released => f()
toggled => f(bool checked)
stateChanged => f(int state)
```

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## PyQt5 Event Handling

For reference

This slide shows the signals that a QCheckBox object can receive.

Red indicates a signal that is often handled

A. QCheckBox object receives a clicked signal whenever the user clicks on the object and then releases the click

# PyQt5 Signal & Slot Reference

## Class

signal => slot(type param, ...)

### QRadioButton

```
destroyed => f(QObject obj)
customContextMenuRequested => f(QPoint pos)
windowIconChanged => f(QIcon icon)
windowIconTextChanged => f(QIcon iconText)
windowTitleChanged => f(str title)
clicked => f(bool checked)
pressed => f()
released => f()
toggled => f(bool checked)
```

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## PyQt5 Event Handling

For reference

This slide shows the signals that a QRadioButton object can receive.

Red indicates a signal that is often handled

A QRadioButton object receives a clicked signal whenever the user clicks on the object and then releases the click



# PyQt5 Signal & Slot Reference

## Class

signal => slot(type param, ...)

### QListWidget

```
destroyed => f(QObject obj)
customContextMenuRequested => f(QPoint pos)
windowIconChanged => f(QIcon icon)
windowIconTextChanged => f(QIcon iconText)
windowTitleChanged => f(str title)
currentItemChanged =>
    f(QListWidgetItem cur, QListWidgetItem previous)
currentRowChanged => f(int currentRow)
currentTextChanged => f(str currentText)
itemActivated => f(QListWidgetItem item)
itemChanged => f(QListWidgetItem item)
itemClicked => f(QListWidgetItem item)
itemDoubleClicked => f(QListWidgetItem item)
itemEntered => f(QListWidgetItem item)
itemPressed => f(QListWidgetItem item)
itemSelectionChanged => f()
```

## PyQt5 Event Handling

For reference

This slide shows the signals that a QListWidget object can receive.

Red indicates a signal that is often handled

A QListWidget object receives an itemActivated signal whenever the user, having selected an item, double-clicks on that item or presses the Enter key

# PyQt5 Signal & Slot Reference

## Class

signal => slot(type param, ...)

## QMenuBar

```
destroyed => f(QObject obj)
customContextMenuRequested => f(QPoint pos)
windowIconChanged => f(QIcon icon)
windowIconTextChanged => f(QIcon iconText)
windowTitleChanged => f(str title)
hovered => f(QAction action)
triggered => f(QAction action)
```

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## PyQt5 Event Handling

For reference

This slide shows the signals that a QMenuBar object can receive.

The absence of any red lines indicates that programmers rarely do signal handling for QMenuBar objects

# PyQt5 Signal & Slot Reference

## Class

signal => slot(type param, ...)

## QMenu

```
destroyed => f(QObject obj)
customContextMenuRequested => f(QPoint pos)
windowIconChanged => f(QIcon icon)
windowIconTextChanged => f(QIcon iconText)
windowTitleChanged => f(str title)
aboutToHide => f()
aboutToShow => f()
hovered => f(QAction action)
triggered => f(QAction action)
```

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## PyQt5 Event Handling

For reference

This slide shows the signals that a QMenu object can receive.

Red indicates a signal that is often handled

A QMenu object receives a triggered signal whenever the user clicks on the object and then releases the click

# PyQt5 Signal & Slot Reference

## Class

signal => slot(type param, ...)

## QFrame

```
destroyed => f(QObject obj)
customContextMenuRequested => f(QPoint pos)
windowIconChanged => f(QIcon icon)
windowIconTextChanged => f(QIcon iconText)
windowTitleChanged => f(str title)
```

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## PyQt5 Event Handling

For reference

This slide shows the signals that a QFrame object can receive.

The absence of any red lines indicates that programmers rarely do signal handling for QFrame objects

# PyQt5 Signal & Slot Reference

## Class

signal => slot(type param, ...)

### QMainWindow

```
destroyed => f(QObject obj)
customContextMenuRequested => f(QPoint pos)
windowIconChanged => f(QIcon icon)
windowIconTextChanged => f(QIcon iconText)
windowTitleChanged => f(str title)
iconSizeChanged => f(QSize iconSize)
tabifiedDockWidgetActivated =>
f(QDockWidget dockWidget)
toolButtonStyleChanged =>
f(QToolButtonStyle toolButtonStyle)
```

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## PyQt5 Event Handling

For reference

This slide shows the signals that a QMainWindow object can receive.

The absence of any red lines indicates that programmers rarely do signal handling for QMainWindow objects

## Agenda

- PyQt5 event handling
- PyQt5 signal & slot reference
- **PyQt5 dialogs**
- A larger PyQt5 example
- GUI principles

## PyQt5 Dialogs

- **Dialog**
  - A pop-up window
  - Used to display information, or error message, or warning message
  - Used to collect some input
  - Common
    - PyQt5 provides high-level widgets

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### PyQt5 Dialogs

Often applications must pop up a new window to:

- Temporarily display some information
- Display a error/warning message
- Collect some input
- Etc.

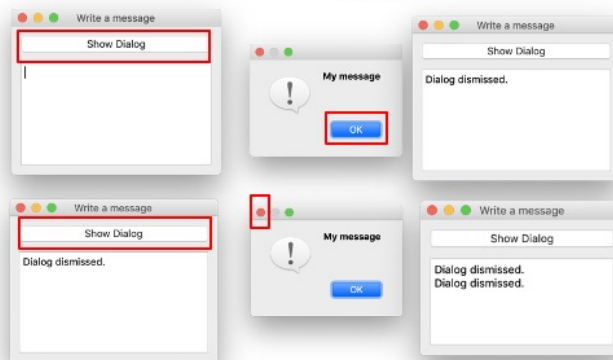
That need is so common that PyQt5 provide higher level widgets specifically for such tasks

# PyQt5 Dialogs

- See **dialogwritemessage.py**

- QMessageBox

Title missing on Mac only!



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## PyQt5 Dialogs

To write a message...

[see slide]

Code notes:

```
QMessageBox.information()
```

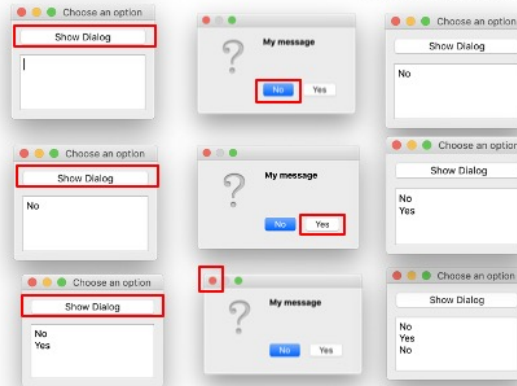


# PyQt5 Dialogs

- See **dialogchooseoption.py**

- QMessageBox

Title missing on Mac only!



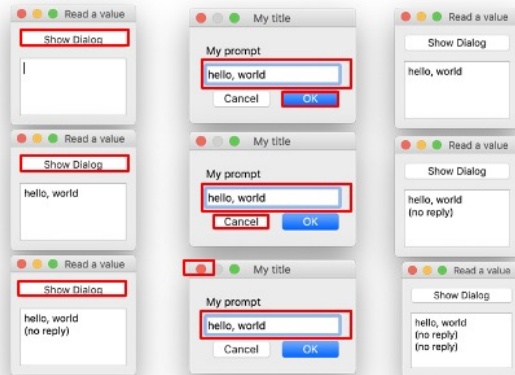
Can't distinguish  
"No" vs.  
no response

# PyQt5 Dialogs

- See **dialogreadvalue.py**

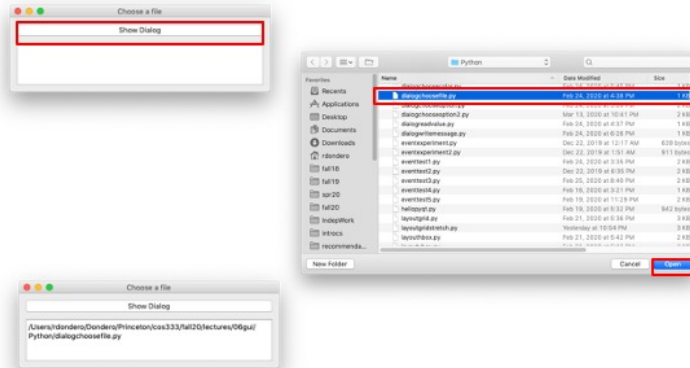
- QDialogDialog

Title not missing!!!



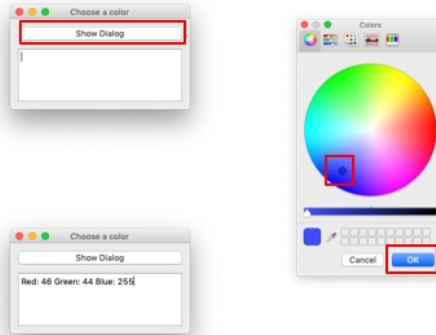
# PyQt5 Dialogs

- See **dialogchoosefile.py**  
– QFileDialog



# PyQt5 Dialogs

- See **dialogchoosecolor.py**
  - QColorDialog



# PyQt5 Dialogs

PyQt5 dialog  
classes:

```
QWidget
  QDialog
    QMessageBox
      information()
      critical()
      warning()
      question()
    QInputDialog
      getText()
      getDouble()
      getInt()
      getItem()
      getMultiLineText()
```

# PyQt5 Dialogs

PyQt5 dialog  
classes:

```
QWidget
  QDialog
    QFileDialog
      getOpenFileName()
      getExistingDirectory()
      getExistingDirectoryUrl()
      getOpenFileNames()
      getOpenFileUrl()
      getOpenFileUrls()
      getSaveFileName()
      getSaveFileUrl()
      saveFileContent()
    QColorDialog
      customColor()
      customCount()
      getColor()
      setCustomColor()
      setStandardColor()
      standardColor()
```

## Agenda

- PyQt5 event handling
- PyQt5 signal & slot reference
- PyQt5 dialogs
- **A larger PyQt5 example**
- GUI principles

## Larger Example

- See **colordisplay.py**
  - The job:
    - Allow user to specify r, g, b values via sliders (QSlider objects) or text fields (QLineEdit objects)
    - Display corresponding color

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### A Larger PyQt5 Example

[see slide]

Nothing new!

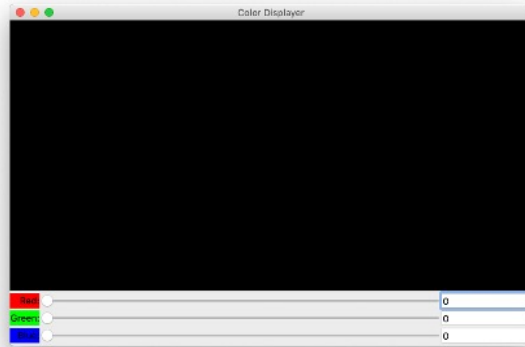
Slightly larger and more realistic example

Illustrates multiple interacting widgets



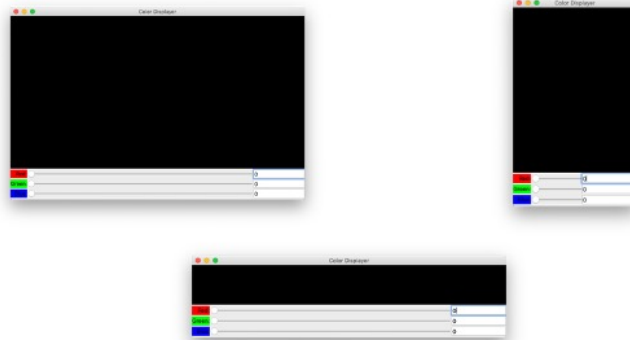
## Larger Example: Behavior

- See **colordisplayer.py** (cont.)



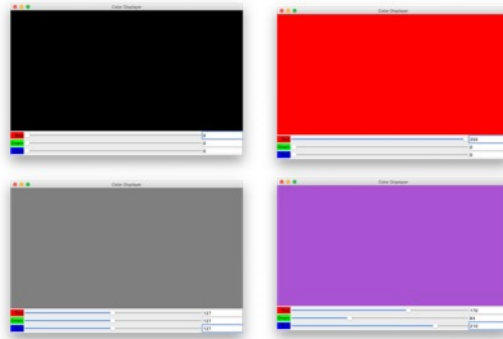
## Larger Example: Behavior

- See **colordisplayer.py** (cont.)

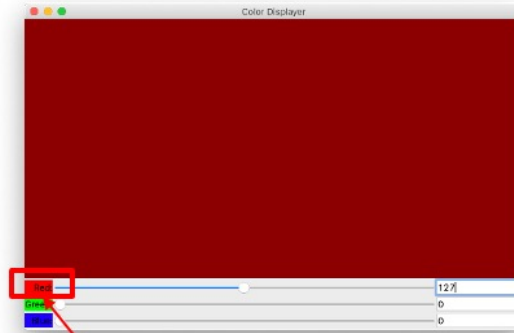


## Larger Example: Behavior

- See **colordisplayer.py** (cont.)



## Larger Example: Widgets



labels[0] (class QLabel)

Also:  
labels[1] (class QLabel)  
labels[2] (class QLabel)

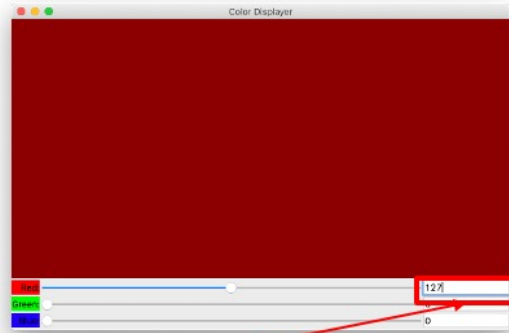
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### A Larger PyQt5 Example

First consider the widgets...

[see slide]

## Larger Example: Widgets



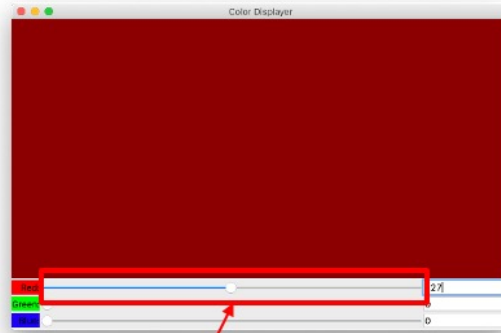
`lineedit[0]` (class `QLineEdit`)

Also:

`lineedit[1]` (class `QLineEdit`)

`lineedit[2]` (class `QLineEdit`)

## Larger Example: Widgets



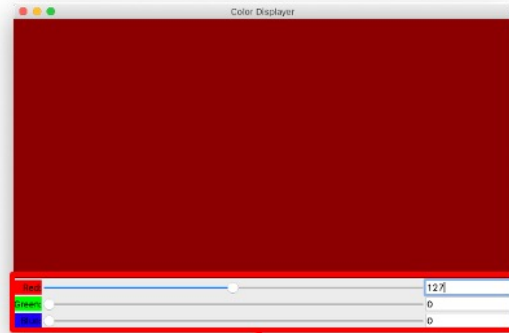
sliders[0] (class QSlider)

Also:

sliders[1] (class QSlider)

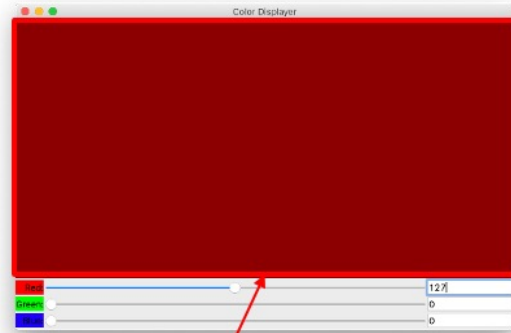
sliders[2] (class QSlider)

## Larger Example: Widgets



control\_frame (class QFrame)

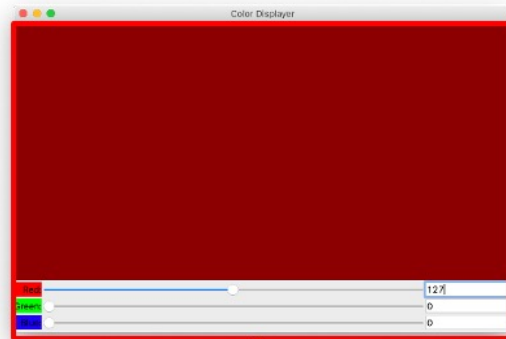
## Larger Example: Widgets



color\_frame (class QFrame)

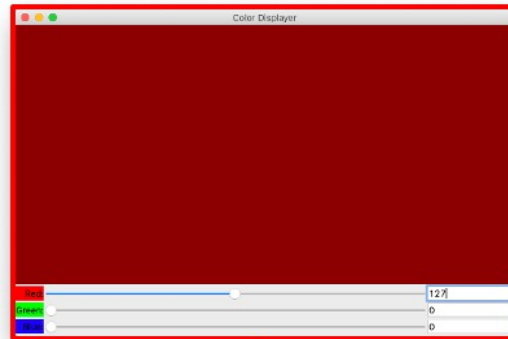


## Larger Example: Widgets



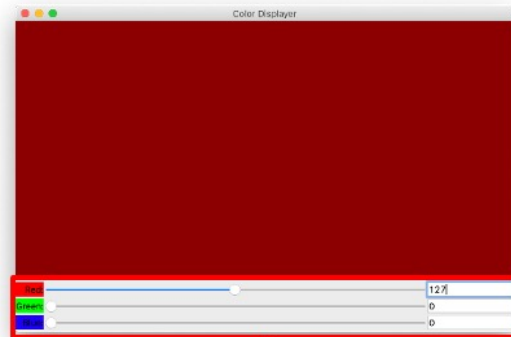
central\_frame (class QFrame)

## Larger Example: Widgets



window (class QMainWindow)

## Larger Example: Layout



control\_frame: Grid: 3 rows, 3 columns  
Contains labels, sliders, lineedit

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### A Larger PyQt5 Example

Now consider the layout

[see slide]

Row 0 stretch: 0

Row 1 stretch: 0

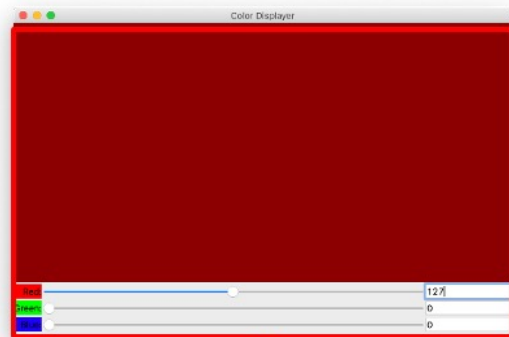
Row 2 stretch: 0

Col 0 stretch: 0

Col 1 stretch: 1

Col 2 stretch: 0

## Larger Example: Layout



central\_rame: Grid: 2 rows, 1 column  
Contains color\_frame, control\_frame

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### A Larger PyQt5 Example

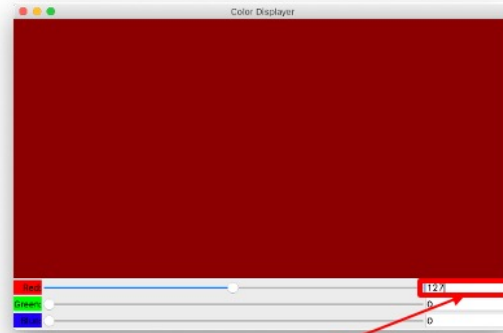
[see slide]

Row 0 stretch: 1

Row 1 stretch: 0

Col 0 stretch: 1

## Larger Example: Event Handling



`lineedit[0]`  
Signal: `returnPressed`  
Inform `sliders[0]` and `color_frame` of change

Similar for  
`lineedit[1]`,  
`lineedit[2]`

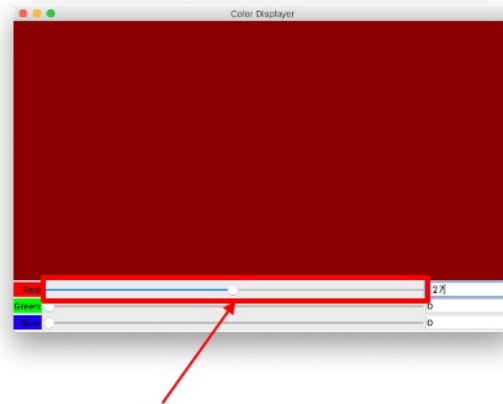
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### A Larger PyQt5 Example

Now consider event handling...

[see slide]

## Larger Example: Event Handling



sliders[0]  
Signal: valueChanged  
Inform lineEdits[0] and colorFrame of change

Similar for  
sliders[1],  
sliders[2]

## Agenda

- PyQt5 event handling
- PyQt5 signal & slot reference
- PyQt5 dialogs
- A larger PyQt5 example
- **GUI principles**

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### GUI Principles

There are some principles that apply to not only PyQt5, but also to (almost?) all GUI libraries

## GUI Principles

- All GUI libraries provide:
  - Widgets
  - Containers
  - Layout managers
  - Event handling mechanism(s)
  - Dialogs



## GUI Principles

- All GUI libraries provide...
- An event loop
  - Your code registers callback functions on widgets
  - Your code tells GUI library to run event loop
    - Detects GUI activity
    - Identifies relevant widgets
    - Calls functions registered on those widgets
    - Repeats

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### GUI Principles

All GUI libraries provide an event loop

Your code tells GUI library to run event loop

Event loop:

    Detects GUI activity

        Keystrokes, pointing device clicks, pointing device movement, ...

    Identifies relevant widgets

    Calls functions registered on those widgets

    Repeats

## GUI Principles

- All GUI libraries provide...
- ***Inversion of control***
  - C `qsort()` function
    - Your code defines callback function `compare()`
    - Your code calls `qsort()`, providing `compare` (as a function pointer)
    - `qsort()` calls `compare()`, repeatedly

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### GUI Principles

All GUI libraries provide ***inversion of control***

Example (covered in COS 217)

[see slide]

Normally, your code is in control and requests services of the standard library  
In this situation, the standard library `qsort()` is in control, and requests services of your code

The control is inverted

# GUI Principles

- Inversion of control (cont.)
  - PyQt5
    - Your code defines callback function
    - Your code registers callback function with PyQt5
      - Your code binds callback function to specific widget
    - PyQt5 calls callback function
      - Event occurs on specific widget => PyQt5 calls callback function registered on that widget

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## GUI Principles

[see slide]

Normally, your code is in control and requests services of other modules  
In this situation, the PyQt5 module is in control, and requests services of your code  
The control is inverted

## GUI Principles

- Inversion of control (cont.)
  - Normally
    - Your code calls library code to request services
    - Your code is in control
  - Inversion of control
    - Library code calls your code to request services
    - Library code is in control

## Getting More Info

- PyQt5 reference guide
  - <https://doc.bccnsoft.com/docs/PyQt5/>
- PySide2 reference guide
  - <https://doc.qt.io/qtforpython/#documentation>

```
$ python
>>> from PyQt5.QtWidgets import *
>>> help(QApplication)
>>> help(QMainWindow)
>>> help(QBoxLayout)
>>> help(QFrame)
>>> help(QPushButton)
...
```

## Summary

- We have covered:
  - PyQt5 event handling
    - PyQt signals & slots
  - PyQt5 dialogs
  - A larger PyQt5 example
  - GUI principles

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### Summary

Summary of this lecture

[see slide]

## Summary

- We have covered:
  - “High-level” GUI programming using the **PyQt5** GUI library
- We have not covered:
  - Low-level drawing (see PyQt5 `QPainter` class)
- See also:
  - **Appendix 1:** Python Lambda Expressions
  - **Appendix 2:** Some Bad GUIs

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### Summary

Summary of the 2 GUI Programming lecture slide decks

[see slide]

## Appendix 1: Python Lambda Expressions



# Lambda Expressions

- ***Lambda expression***
  - From Alonzo Church
  - 1930s
  - A nameless function



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## Lambda Expressions

Lambda expression

A nameless function

From Alonzo Church

Alumnus of Princeton

Prof of philosophy and mathematics at Princeton for many years

Contemporary of Alan Turing

1930s

Developed some important theoretical results independent of and working with Turing

## Lambda Expressions

- In Python:
  - The keyword `lambda`
  - (optionally) Parameters separated by commas
  - A colon
  - A single expression that uses the parameters

# Lambda Expressions

Without using  
a lambda  
expression:

```
def mult(x, y):  
    return x * y  
...  
prod = mult(5, 6)  
print(prod) # prints 30
```

Using a  
lambda  
expression:

```
mult = lambda x, y: x * y  
...  
prod = mult(5, 6)  
print(prod) # prints 30
```

Using a lambda expression:

```
print( (lambda x, y: x * y)(5, 6) ) # prints 30
```

# Lambda Expressions

Without lambda expression:

```
def compareLengths(word1, word2):  
    return len(word1)-len(word2)  
...  
words.sort(compareLengths)  
...
```

With lambda expression:

```
...  
words.sort(  
    lambda word1,word2: len(word1)-len(word2) )  
...
```

# Lambda Expressions

- See **eventtestlambda.py**
  - The job:
    - Same as eventtest2.py
    - Uses lambda expressions

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## Lambda Expressions

[see slide]

Code notes:

An (arguably) nicer approach

Use *lambda expressions*

## Appendix 2: Bad GUIs

## Bad GUIs

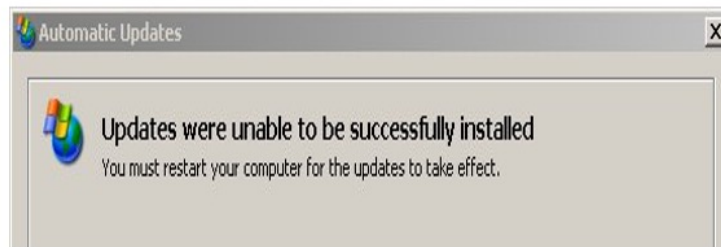
- For your amusement...
- Some bad GUIs
  - Mostly some bad dialog boxes

## Bad GUIs

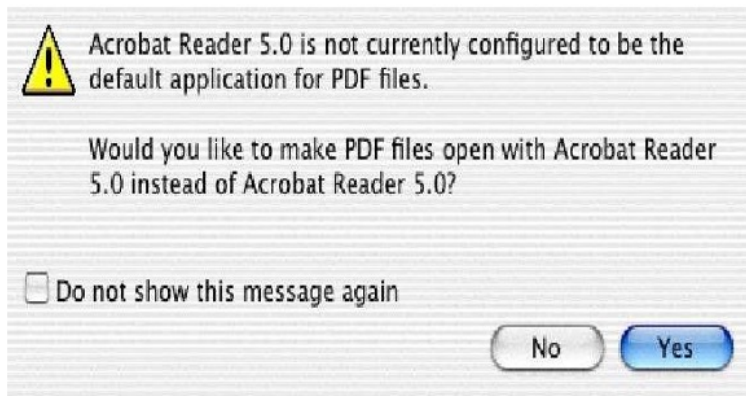
- Collected by Prof. Kernighan:



## Bad GUIs



## Bad GUIs



# Bad GUIs



## Step 2: Inspector

You must answer all required questions before you submit your recommendation.

→ indicates a required question.

Question	Original Answer	New Answer	Hint
TO BE COMPLETED BY THE RECOMMENDER:	(empty)	→ <a href="#">Go to Page 2</a>	Required Item

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Institution	<input type="text" value="Princeton University"/>	***
Department	<input type="text" value="Computer Science"/>	
Additional email	<input type="text"/>	
Please use comma " , " to separate your additional email addresses		
Office Address		
Address line1	<input type="text"/>	***
Address line2	<input type="text"/>	
City	<input type="text"/>	
State	<input type="text"/>	
Country	<input type="text"/>	
Zip	<input type="text"/>	
Office phone	<input type="text"/>	

The following error(s) occurred:

- undefined is required.
- undefined is required.
- undefined is required.

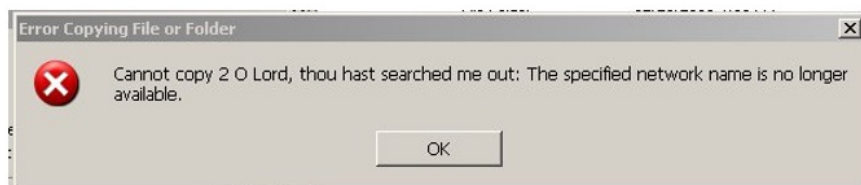
OK

If the above information is incorrect, please update it by correcting the information in the fields and clicking the "Update Information" button below. We ask for this information in case future correspondence is necessary. We appreciate your willingness to help in this important process.

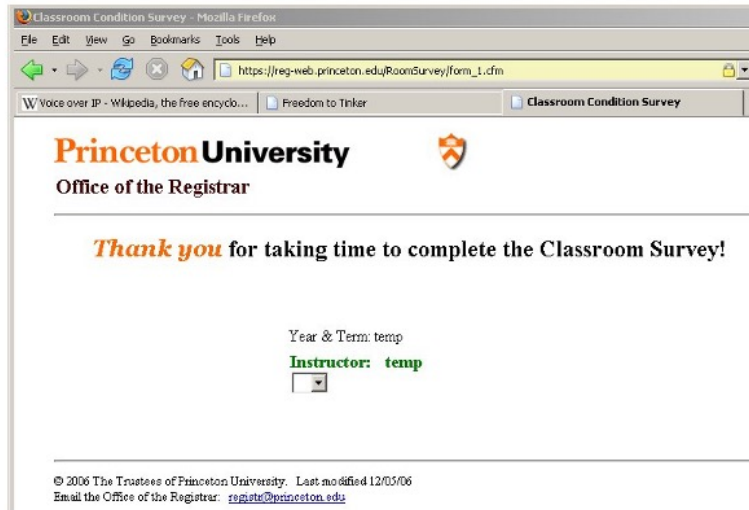
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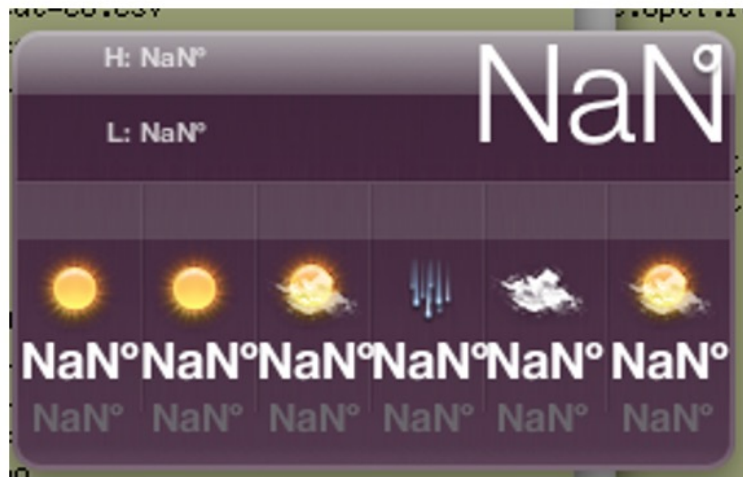
You have been redirected to this page for the following reason:



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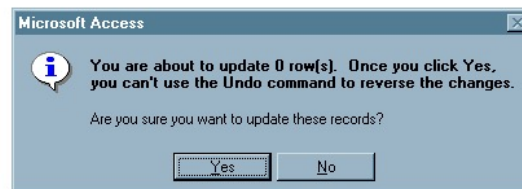


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- From the *Interface Hall of Shame* at <http://hallofshame.gp.co.at/index.php?mode=original>:



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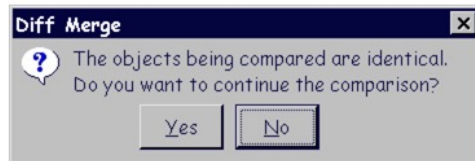
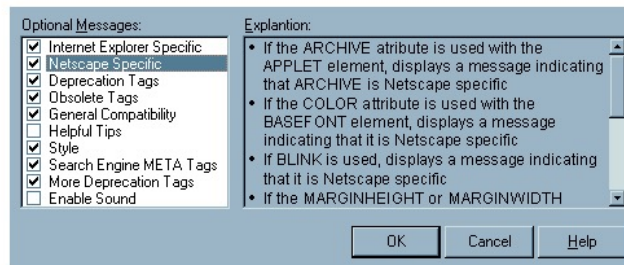
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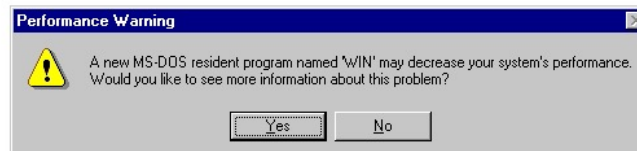
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## Bad GUIs

- . User Interface
  - <https://userinyerface.com/game.html>
  - Brought to my attention by COS 333 alumnus Joseph Kim...
  - Intention: The most horrible user interface imaginable...

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