



Technical University of Lodz



Technical University of Łódź
Institute of Electronics
Medical Electronics Division

IMAGE PROCESSING AND COMPUTER GRAPHICS

Graphical User Interface (GUI) with the use of
wxPython Library

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1 Purpose

To introduce yourself to creation of Graphical User Interface with the use of wxPython library (<http://www.wxpython.org/>).

Time

2×45 minutes

2 Materials and links

2.1 Documentation

1. [www.wxPython.org](http://www.wxpython.org)
2. wxWidgets 2.8.10: A portable C++ and Python GUI toolkit
3. new wxPyDocs
4. How to Learn wxPython

2.2 Tutorials

1. The wxPython Linux Tutorial
2. Zetcode wxPython tutorial
3. Getting started with wxPython

3 Tasks

1. Familiarize yourself with source codes of given examples: **ImageOperations** (Fig. 1), **ImageViewer** (Fig. 2), **WindowSizer** (Fig. 3).
2. Using *copy* and *paste* method try to run some of the examples from Tutorials web pages.

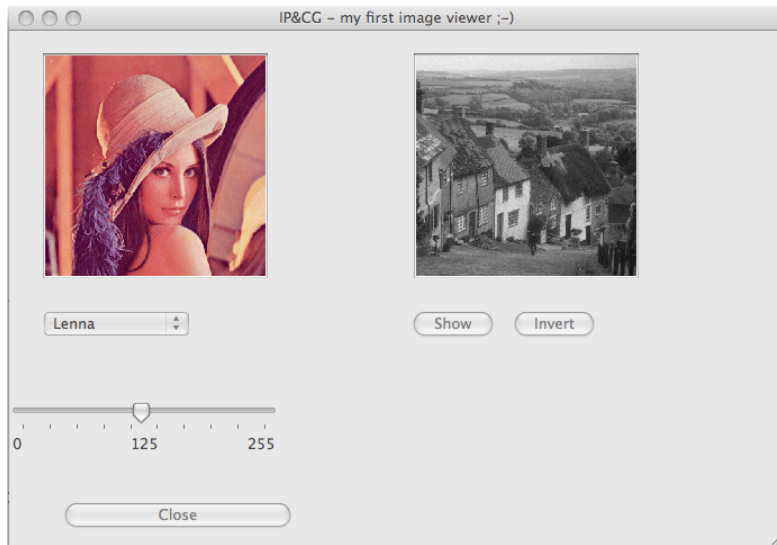


Figure 1: Simple Image operations

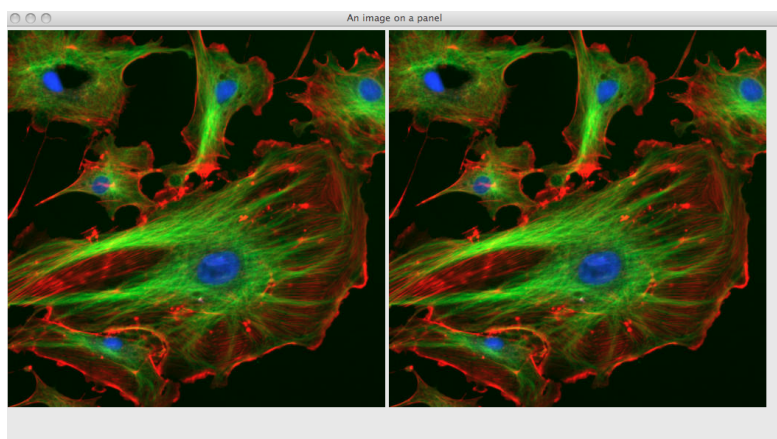


Figure 2: Simple Image Viewer (*found on the Internet*)

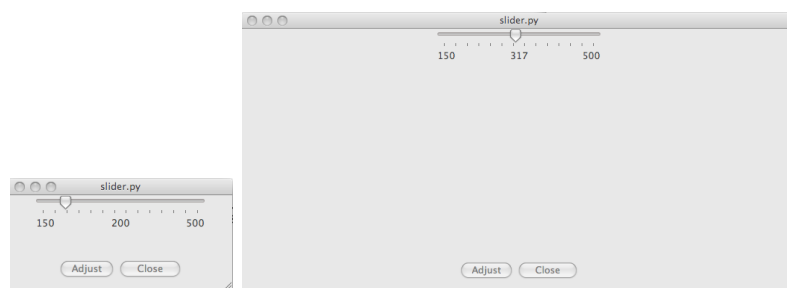


Figure 3: "Image Sizer" (*example from www.wxpython.org*)