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PYTHON DASTURLASH TILIDA RO`YXATDAN O`TISH ILOVASI ISHLAB CHIQISH

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Annotatsiya. Bu dastur amalda ro'yxatdan o'tish uchun so'rovnoma hisoblanadi, unda onlayn tarzda xohlangan manzilga tez va oson ravishda ro'yxatdan o'tish mumkin. Bu bizning uzog'imizni yaqin qilib ishimizni osonlashtiradi. Biz quyidagi ilovani ishlab chiqishimizda quyidagi komponentalardan foydalandik, Checkbutton, Radiobutton, Label, Edit, Button, place, grid, frame bu komponentalar ilovamizda samarali imkoniyatlardan foydalanishga imkon beradi.

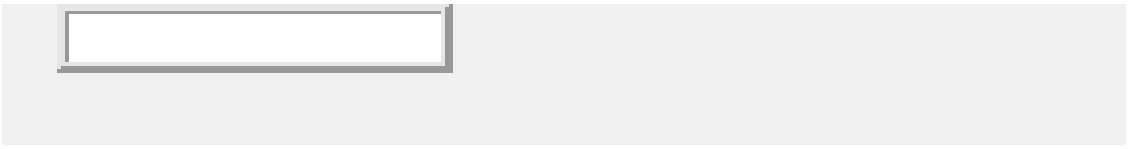
Kalit so'zlar: Edit, label, button, checkbutton, radiobutton, place, grid, frame.

Kirish

Visual studio code dasturida o'zimiz uchun oyna yaratib olamiz:
Avvalo tk kutubxonasini chaqirib olamiz from tkinter import* oynani tk() deb belgilab olamiz. Oynamizga nom beramiz bu bizning xohishimizga bog'liq, albatta bizga oynamizning o'lchami kerak bo'ladi oxirida oyna ishlashi uchun yakunlovchi oyna.mainloop() bilan yakunlaymiz.

```
from tkinter import
oyna= Tk()
oyna.title("pack haqida")
oyna.geometry('800x800')
ramka1=Frame(oyna, bd=3, relief=RIDGE, bg='white')
ramka1.place(x = 110, y = 0, width=500, height=200)
oyna.mainloop()
```

Bizda hozir oddiy bir oyna tayyor holatga keldi. Endigi novbat oynamizga dasturni kiritishimiz kerak ularni ketma-ket yozib ketaveramiz to'griligini bilish uchun har birini tuzib bo'lgach ''Run python Fole'' tugmasi yoki F5 tugmasini bosib tekshirib boraveramiz.Hozirgi dasturimizga bizga 2ta ramka zarur va yetarli. Ramka yasashimiz uchun bizda Frame kerak bo'ladi Unda biz asosiy parametrlar ya'ni oynani, ramka qalinligini ,ko'rinishini, orqa fon shrift kabi ma'lumotlarni joylaymiz.



1-rasm (frame ishlatish).
Endigi novbat ramkamizga nom berib olishimiz kerak sababi biz 2ta ramkada ishlayapmiz.Xuddi shu dasturimizga text xususiyatini ya'ni nomini berishimiz zarur.

```
matn = Label(ramka1, text="Ro'yxatdan o'tish", font=('arial', 20, 'bold'),fg='red')
matn.pack()
```

bizning ramkamizga hozir ro'yxatdan o'tish yozuvi chiqadi.

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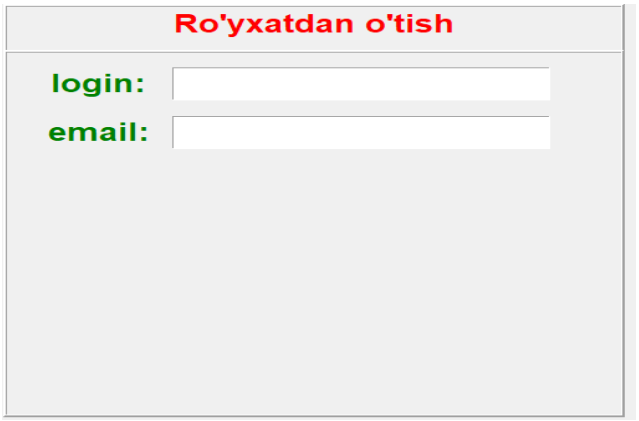
2-rasm(frame da Labelni ishlatish).

Endigi navbat biz uchun asosiy bo'lgan va barcha amaliyotni bajarishimiz zarur bo'lgan 2-ramka haqida gaplashamiz bu ramkani ham yuqorida tayyorlagan ramkamizdek dasturini tuzib olamiz. Bizga hozirgi vaqtda ramkamizni ichiga so'rovnomamizda login parol va emailni kiritishimiz lozim bo'ladi.Buning dasturini tuzamiz:

```
ramka=Frame(oyna, bd=3, relief=RIDGE, padx=15, pady=15)
ramka.place(x = 50, y = 50, width=500, height=400)
text1 = Label(ramka, text='login:', font=('arial', 20, 'bold'), fg='green')
text1.grid(row=0, column=0)
edit1 = Entry(ramka, font=('arial', 20, 'bold'), fg='green')
edit1.grid(row=0, column=1)
text2 = Label(ramka, text='email:', font=('arial', 20, 'bold'), fg='green')
text2.grid(row=1, column=0, padx=15, pady=15)
edit2 = Entry(ramka, font=('arial', 20, 'bold'), fg='green')
edit2.grid(row=1, column=1)
```

dasturga asosiy kodlarni joylashtirib bo'lgach uni ham tekshirib ko'ramiz.



3-rasm: Login va Email.

Login parol va email haqida so'rovnoma tayyor endi keying bosqichga o'tamiz. Endigi novbat so'rovnoma ishtirokchining jinsini aniqlash kerak, buning uchun kichik bir dastur kodi yaratamiz.

```
text3 = Label(ramka, text='jinsi:', font=('arial', 20, 'bold'), fg='green')
text3.grid(row=2, column=0, padx=15, pady=15)

edit3 = Radiobutton(ramka, value='erkak',text='erkak', font=('arial', 20, 'bold'), fg='green')
edit3.grid(row=2, column=1)

edit4 = Radiobutton(ramka, value='ayol', text='ayol', font=('arial', 20, 'bold'), fg='green')
edit4.grid(row=3, column=1)

text5 = Label(ramka, text='jinsi:', font=('arial', 20, 'bold'), fg='green')
text5.grid(row=2, column=0, padx=15, pady=15)
```

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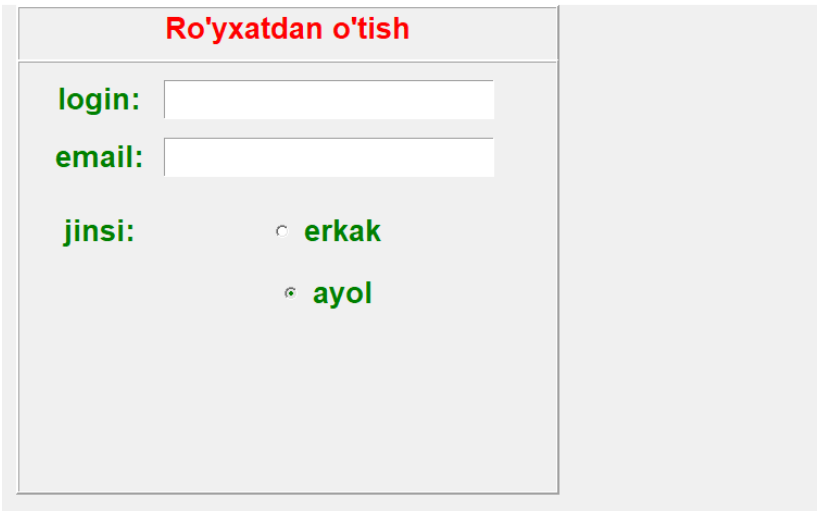
Bu kodni tuzib oldik, buni Run tugmasi yoki F5 bilan sinab ko'ramiz



4-rasm(Frame da Radiobutton dan foydalanish)

Bu bosqichda biz so'rovnoma yakuni hisoblangan tasdiqlash va yakunlash tugmalarining dasturini tuzamiz. Bunda biz edit komponentasidan foydalangan holda checkbuttondan ish olib bordik. Oxirida esa tugma ya'ni Button bilan ishlaymiz Unda ham yuqorida ta'kidlangan ish olib borilayotgan ramka,text, font va rangni kiritib olamiz.

```
edit5 = Checkbutton(ramka,text='tasdiqlash', font=('arial', 20, 'bold'), fg='green')
edit5.grid(row=4, column=1, padx=15, pady=15)
tugma= Button(ramka,text="yuborish",font=('arial', 20, 'bold'), fg='green')
tugma.grid(row=5, column=1)
```

kiritib oldik endi ekranga chiqaramiz.

5-rasm(checkbutton tugmasini ishlatish)

Barcha amallar ketma ket bajarildi.

Bu dasturning to'liq ko'rinishi

```
from tkinter import *
oyna= Tk()
oyna.title("pack haqida")
oyna.geometry('800x800')
ramka1=Frame(oyna, bd=3, relief=RIDGE)
ramka1.place(x = 50, y = 0, width=500, height=100)
```

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```
matn = Label(ramka1, text="Ro'yxatdan o'tish", font=('arial', 20, 'bold'), fg='red')
matn.pack()
ramka=Frame(oyna, bd=3, relief=RIDGE, padx=15, pady=15)
ramka.place(x = 50, y = 50, width=500, height=400)
text1 = Label(ramka, text='login:', font=('arial', 20, 'bold'), fg='green')
text1.grid(row=0, column=0)
edit1 = Entry(ramka, font=('arial', 20, 'bold'), fg='green')
edit1.grid(row=0, column=1)
text2 = Label(ramka, text='email:', font=('arial', 20, 'bold'), fg='green')
text2.grid(row=1, column=0, padx=15, pady=15)
edit2 = Entry(ramka, font=('arial', 20, 'bold'), fg='green')
edit2.grid(row=1, column=1)
text3 = Label(ramka, text='jinsi:', font=('arial', 20, 'bold'), fg='green')
text3.grid(row=2, column=0, padx=15, pady=15)
edit3 = Radiobutton(ramka, value='erkak',text='erkak', font=('arial', 20, 'bold'), fg='green')
edit3.grid(row=2, column=1)
edit4 = Radiobutton(ramka, value='ayol', text='ayol', font=('arial', 20, 'bold'), fg='green')
edit4.grid(row=3, column=1)
text5 = Label(ramka, text='jinsi:', font=('arial', 20, 'bold'), fg='green')
text5.grid(row=2, column=0, padx=15, pady=15)
edit5 = Checkbutton(ramka,text='tasdiqlash', font=('arial', 20, 'bold'), fg='green')
edit5.grid(row=4, column=1, padx=15, pady=15)
tugma= Button(ramka,text="yuborish",font=('arial', 20, 'bold'), fg='green')
tugma.grid(row=5, column=1)
oyna.mainloop()
```

6-rasm(ro’yxatdan o’tish tayyorlandi).

Python dasturlash tili boshqa tillarga nisbatan o‘rganish ancha oson va shu bilan birga imkoniyatlari boy bo‘lgan til hisoblanadi. Ya’ni, til o‘rganishni boshlovchilar uni osonlik bilan o‘rganishlari mumkin, shu bilan bu til yordamida ancha-muncha jiddiy amaliy loyihalarni ham amalga oshirish mumkin. Python o‘rganish ancha oson bo‘lgan dasturiy tildir.Paytonda qandaydir minimal bilimimiz bo’lsa ham asta-sekinlik bilan tushunib davom etishimiz mumkin.

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Python dasturlash tilining boshqa dasturlardan afzal tomoni shundaki, unda kalit so’zlar kam va kamroq vaqt sarflanadi. Pythonda funksiyalar va kutubxonalar ko’p shu bilan birga o’yinlar yaratish ham mumkin.

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