

Creating Window Based GUI Apps with wxPython

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If you want to create window based GUI app with Python there's a library for that called wxPython, based on (wrapper to) xWidgets C++ library.

First we will install wxPython from FreeBSD Ports:

```
cd /usr/ports/x11-toolkits/py-wxPython28
make install clean
```

Then to create an simple window app we could use the following code:

```
example1.py#!/usr/local/bin/python
```

```
import wx
```

```
window = wx.App()
```

```
window_frame = wx.Frame(None, -1, 'Window Title')
```

```
window_frame.Center()
```

```
window_frame.Show()
```

```
window.MainLoop()
```

To move the window to a specific location (instead of centering it) we could use (before showing the window):

```
window_frame.MoveXY(500,100,1)
```