

Python for Practice



Tkinter (continuation)

Tasks



- Implement text editor (ala Windows notepad)
- Implement URL downloader (like a web browser but without rendering html)
 - Entry for URL
 - ScrolledText for result
- Implement Minesweeper

Help for tasks



- Manipulating text in ScrolledText
 - clean – `text.delete(1.0, END)`
 - get – `text.get(1.0, END)`
 - insert
 - `text.insert(INSERT, text)`
 - `text.insert(END, text)`

Alarm callbacks



- `widget.after(delay_ms, callback, *args)`
 - registers an alarm callback that is called after a given time
- `widget.cancel(id)`
 - cancels an alarm callback

See
`e01_text_tick_after.py`

Alarm callbacks

- Can be used for animations

See
`e02_button_animation.py`

Canvas

- Widget for displaying drawings

```
master = Tk()  
  
w = Canvas(master, width=200, height=100)  
w.pack()  
  
w.create_line(0, 0, 200, 100)  
w.create_line(0, 100, 200, 0, fill="red",  
dash=(4, 4))  
  
w.create_rectangle(50, 25, 150, 75,  
fill="blue")
```

Canvas



- drawing
 - arc
 - bitmap
 - image
 - line
 - oval (a circle or an ellipse)
 - polygon
 - rectangle
 - text

Canvas



- Added items (drawings) are kept until removed
 - can be modified

```
i = w.create_line(xy, fill="red")
```

```
w.coords(i, new_xy)  
w.itemconfig(i, fill="blue")
```

```
w.delete(i)
```

```
w.delete(ALL)
```

See
e03_canvas_move.py

Canvas



- Items can have tags
 - tag ~ symbolic names

```
item = canvas.create_line(0, 0, 100,  
100, tags="uno")  
canvas.itemconfig(item, tags=("one",  
"two"))  
canvas.addtag_withtag("three", "one")  
items = canvas.find_withtag("one")
```

Misc



- Fullscreen app
 - `root.attributes("-fullscreen",True)`
- Mouse cursors
 - `widget.configure(cursor="cross")`
 - "arrow" "circle" "clock" "cross" "dotbox"
"exchange" "fleur" "heart" "heart" "man" "mouse"
"pirate" "plus" "shuttle" "sizing" "spider"
"spraycan" "star" "target" "tcross" "trek" "watch"

Task



- Create a simple “shooting” game
 - targets shot from the corner at random direction
 - destroyed by mouse clicks

