```
In [7]: | from tkinter import *
largeur = 400
hauteur = 200
root = Tk()
canvas = Canvas(root, width=largeur, height=hauteur, background="white")
canvas.pack(fill="both" ,expand=True)
#les coordonnees et le vitesse
x0,y0 = 100,100
dx =+10 #vitesse horizontale
dy =+10 #vitesse verticale
#le carre a deplacer
carre = canvas.create rectangle(x0,y0,x0+20,y0+20,width=2,fill="blue")
#carre1 = canvas.create_rectangle(x1,y1,x1+20,y1+20,width=2,fill="blue")
#fonction principale
def deplacer():
    global x0,y0,dx,dy
    x0 = x0 + dx #Nouvelle abscisse
    y0 = y0 + dy #Nouvelle ordonnee
    canvas.coords(carre,x0,y0,x0+20,y0+20) #Deplacement
    if x0 < 0 or x0 > larguer:
        dx = -dx #changement du sens horizontale
    if y0 < 0 or y0 >hauteur:
        dy = -dy #changement du sens verticale
    canvas.after(50,deplacer) #appele apres 50 millesecondes
    return
#fonction pour Le boutton
def action deplacer():
    deplacer()
    return
#boutton
button deplacer = Button(root,text="Deplacer",width = 20, command = action deplace
button deplacer.pack(pady=10)
button_quitter = Button(root ,text="Quitter " ,width = 20, command = root.quit)
button_quitter.pack(side=BOTTOM ,pady=10)
root.mainloop()
Exception in Tkinter callback
Traceback (most recent call last):
  File "C:\python\Python38\lib\tkinter\__init__.py", line 1883, in __call__
```

return self.func(*args)