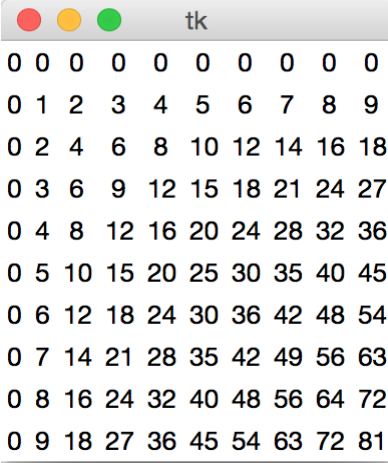


### Q3: Multiplication Table GUI with Tkinter (10 Points)

**Task:** Implement a Python program using the Tkinter library to create a GUI widget that displays a multiplication table. The table should be a **10x10 grid**, where:

- Rows and columns represent numbers from 1 to 10.
- Each cell displays the product of the corresponding row and column numbers.
- **You must use loops** to dynamically generate the table.

Write the correct code in a Python file named `Q3.py`.



0	0	0	0	0	0	0	0	0	0
0	1	2	3	4	5	6	7	8	9
0	2	4	6	8	10	12	14	16	18
0	3	6	9	12	15	18	21	24	27
0	4	8	12	16	20	24	28	32	36
0	5	10	15	20	25	30	35	40	45
0	6	12	18	24	30	36	42	48	54
0	7	14	21	28	35	42	49	56	63
0	8	16	24	32	40	48	56	64	72
0	9	18	27	36	45	54	63	72	81

#### Marking Rubric (10 Points):

Criteria	Points	Description
Correctness	5 points	- Correct implementation of a 10x10 multiplication table. - Each cell displays the correct product. - The table is generated using loops.
Functionality	2 points	- The Tkinter window opens and displays the table without errors. - Window title and layout are appropriate.
Documentation	1 point	- Code is well-commented, explaining key parts of the implementation.
Code Style	1 point	- Code follows Python conventions - Proper indentation, variable names, and organization.

**Total: 10 Points**