ГРАФИЧЕСКИЙ РЕДАКТОР

Код:

```python
from tkinter import *


class Paint(Frame):

    def __init__(self, parent):
        Frame.__init__(self, parent)
        self.parent = parent
        self.color = "black"
        self.brush_size = 2
        self.setUI()

    def set_color(self, new_color):
        self.color = new_color

    def set_brush_size(self, new_size):
        self.brush_size = new_size

    def draw(self, event):
        self.canv.create_oval(event.x - self.brush_size,
                    event.y - self.brush_size,
                    event.x + self.brush_size,
                    event.y + self.brush_size,
                    fill=self.color, outline=self.color)

    def setUI(self):
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self.parent.title("Самый крутой пэинт")
self.pack(fill=BOTH, expand=1)


self.columnconfigure(6, weight=1)
self.rowconfigure(2, weight=1)


self.canv = Canvas(self, bg="white")
self.canv.grid(row=2, column=0, columnspan=7,
            padx=5, pady=5, sticky=E+W+S+N)
self.canv.bind("<B1-Motion>", self.draw)


color_lab = Label(self, text="Цвет: ")
color_lab.grid(row=0, column=0, padx=6)


red_btn = Button(self, text="Красный", width=10,
            command=lambda: self.set_color("red"))
red_btn.grid(row=0, column=1)


green_btn = Button(self, text="Зелёный", width=10,
             command=lambda: self.set_color("green"))
green_btn.grid(row=0, column=2)


blue_btn = Button(self, text="Синий", width=10,
             command=lambda: self.set_color("blue"))
blue_btn.grid(row=0, column=3)


black_btn = Button(self, text="Чёрный", width=10,
             command=lambda: self.set_color("black"))
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        black_btn.grid(row=0, column=4)

        white_btn = Button(self, text="Белый", width=10,
                        command=lambda: self.set_color("white"))
        white_btn.grid(row=0, column=5)

        clear_btn = Button(self, text="Очистить", width=10,
                        command=lambda: self.canv.delete("all"))
        clear_btn.grid(row=0, column=6, sticky=W)

        size_lab = Label(self, text="Размер кисти: ")
        size_lab.grid(row=1, column=0, padx=5)
        one_btn = Button(self, text="2", width=10,
                        command=lambda: self.set_brush_size(2))
        one_btn.grid(row=1, column=1)

        two_btn = Button(self, text="5", width=10,
                        command=lambda: self.set_brush_size(5))
        two_btn.grid(row=1, column=2)

        five_btn = Button(self, text="7", width=10,
                        command=lambda: self.set_brush_size(7))
        five_btn.grid(row=1, column=3)

        seven_btn = Button(self, text="10", width=10,
                        command=lambda: self.set_brush_size(10))
        seven_btn.grid(row=1, column=4)

        ten_btn = Button(self, text="20", width=10,
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                    command=lambda: self.set_brush_size(20))
        ten_btn.grid(row=1, column=5)


        twenty_btn = Button(self, text="50", width=10,
                    command=lambda: self.set_brush_size(50))
        twenty_btn.grid(row=1, column=6, sticky=W)




def main():
    root = Tk()
    root.geometry("850x500+300+300")
    app = Paint(root)
    root.mainloop()




if __name__ == '__main__':
    main()
```

Выполнение: