

OCTOBER 2025

Day 42

Advanced Widgets and Functionalities 14^{TUESDAY}

> Canvas Widget

→ Drawing shapes, lines and images on a GUI.

→ useful for creating custom graphics.

→ Creating apps like games and drawing tools.

Syntax:

Canvas = Canvas (parent, width= 15 WEDNESDAY, height=)
Canvas.pack()

rect = Canvas.create_rectangle (50, 50, 150, 150, fill="blue")

Animating object on the canvas:

def animate():

Canvas.move(rect, 5, 0)

#(Move the rect
5 pixels
to right)

root.after (50, animate)

↳ time 50 ms

animate() → calling animate fn

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THURSDAY 16 Handling canvas events:

Syntax : `Canvas.bind(Event, function)`

Mouse events: mouse clicking events.

Keyboard events: keyboard keys ~~click~~
press events.

other events

List box and Scroll bars:

FRIDAY 17

→ display list of items.

→ can select one or more items.

`listbox = Listbox(parent)`

`listbox.pack()`

Insert → to add items into listbox.

`curselection()`

↳ currently selected item returned.

used with large sets of items to scroll and view

`height = 5`

lists only 5 items

remaining scrolled down

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Scrollbar:

If a list is too long
scroll bar is added to scroll
and view items.

18 SATURDAY

Scrollbar = Scrollbar(root)
Scrollbar.pack()

right , Left → align items to left or right

Combo box:

→ Allows user to select from a list of options

→ or type a custom value

19 SUNDAY

→ Looks similar to dropdown.

Combo box = Combobox (parent, values = ("option1", "Option2",
"option3"))
Combobox . current(0) → index value from
Combobox . pack () 0 to ~~max~~ display

Spin box: Numeric dropdown. (Quantity purpose)

Spinbox = Spinbox (parent, from_=0, to_=10)
Spinbox . pack ()