

Tutorial Questions

1. Explain the concept of **event-driven programming** in GUI applications. How does it differ from traditional sequential programming? Provide an example of an event in a Python Tkinter-based application.
2. Describe the role of the following Tkinter GUI components and their usage in a Python program:
 - **Window (Tk)**
 - **Label**
 - **Entry (Text Input)**
 - **Button**
3. How can you display an image in a Tkinter-based Python application? Write a program to implement the same.
4. Write a Python program that creates a simple GUI with an **Entry widget** where a user can type their name. When they click a button, a **popup message box** should display “Hello, [name]!” using Tkinter.
5. Write a program to calculate the area of a circle using a GUI application taking input from the user and raise an exception if the input is not a number. Also create a button named ‘Calculate’ that when pressed displays the output back to the user.