Assignment 3, TCSS 480 Winter 2016
Due: Jan 19, 2016, 17:15

OBJECTIVE

The objective of this assignment is to give you more hands-on practice with Python constructs, to learn how to use one of the many Python libraries on your own, and to have some fun while at it by implementing a GUI.

ASSIGNMENT SUBMISSION

You will need to show your finished program during the next class meeting. This assignment will be graded via the peer review process, so make sure you bring your laptop or pair up with someone brining a laptop to class.

DESCRIPTION OF ASSIGNMENT

Learn how to use Tkinter module and create a GUI program that uses that module. You may implement whatever you want, e.g. a simple game, a calculator, etc.

There are plenty of resources available online. Some that you may find useful while working on this assignment:
- The series of videos by TheReimber (17):
  https://www.youtube.com/watch?v=rcACl0sUJeQ&list=UUAqcVrWttUETRSJhXyKyfrw
- Another series by newboston (14):
  https://www.youtube.com/watch?v=RJB1Ek2Ko_Y&list=PL6gx4Cwl9DGBwibXFtPtflztSNPGuIB_d
- Written tutorial http://www.python-course.eu/python_tkinter.php
- Official docs: https://docs.python.org/3.4/library/tk.html