

Project 28: Pomodoro Timer

Description

This project implements a Pomodoro Timer using Tkinter. The application features a timer that alternates between work sessions and breaks based on user-defined intervals. It includes a start button to begin the timer, a reset button to stop and reset it, and a display that shows the remaining time. The user interface is simple and visually appealing with a tomato-themed design.

Key Technologies

- **Python:** Used for building the timer logic and GUI with Tkinter.
- **Tkinter Library:** Utilized to create the graphical user interface, including labels, buttons, and canvas elements.
- **Math Module:** Employed to calculate time in minutes and seconds and manage the timer logic.
- **Concepts Covered:** Timer mechanisms, event handling, and GUI development.
- **Unique Features:** Implements a Pomodoro Technique with work and break intervals, visual countdown, and progress tracking with check marks.