

Creating computer programs in Python



Beginner level

Materials prepared by the department
of methodological development department



"Say the color of the word"

If the function is supposed to work by pressing a key and not a button, you have to bind it to the window with the command `bind`. It takes the event and function name:

```
window.bind('<Return>', check)
```

The function itself must also accept the event:

```
def check(event)
```

And if we want the function to work by pressing both the key and the button, we should pass the default value to it:

```
def check(event='<Return>')
```

To add a timer to the game, you need to create a variable to store the time, and a function that will decrease it. All the function has to do is to decrease the time by 1 (if it is greater than 0) and restart once per second. To restart it, you can use the `after` command of the widget:

```
time = 30
```

```
def timer():  
    global time_left  
    if time_left > 0:  
        time_left -= 1  
        time_label['text'] = f'Seconds left: {time_left}'  
        time_label.after(1000, timer) # restart after 1000 milliseconds
```

```
label = tk.Label(window, text='Text', font=('Helvetica', 20))
```

Changing the label font.

```
entry.focus_set()
```

Setting the focus in the input field.

```
window.bind('<Return>', function)
```

Binding a function to an event of pressing the Enter key.

```
label.after(1000, timer)
```

Delayed call of the timer function.