Creating computer programs in Python

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Beginner level

Materials prepared by the department
of methodological development department

Notepad. Part 1

```python
import tkinter as tk
```

Shortened the name of the library

```python
content_text = tk.Text(window)
```

Creating a multi-line text box.

```python
content_text.place(x=0, y=0, relwidth=1, relheight=1)
```

Set the width and height as for the window

```python
main_menu = tk.Menu(window)
```

Creating the main menu

```python
window.configure(menu=main_menu)
```

Bind the menu to the window

```python
file_menu = tk.Menu(main_menu)
```

Creating a submenu

```python
main_menu.add_cascade(label='File', menu=file_menu)
```

Adding a File submenu

```python
file_menu.add_command(label='New file')
```

Adding an item to the submenu

```python
new_file_icon = tk.PhotoImage(file='new_file.gif')
```

Uploading a picture to the program

```python
file_menu.add_command(label='New file', image=new_file_icon)
```

Adding an icon to a submenu item

```python
file_menu.add_command(label='New file', image=new_file_icon, compound='left')
```

Align the icon to the left of the text