

Creating computer programs in Python



Beginner level

Materials prepared by the department
of methodological development department



Guess a number. Graphic version

```
button = tk.Button(window, text='Restart', state=tk.DISABLED)
```

Set the status of the button when it is created (button inactive).

```
widget.configure( )
```

Changing the properties of a widget after it is created.

```
button.configure(state=tk.NORMAL)
```

Changing the button status (button is active).

```
tk.Button( ... command = lambda event='<Return>': check(event))
```

Bind the check function to the button with the default value using a lambda.