**Savarankiško darbo užduotis nr. 1**

import tkinter as tk

root = tk.Tk()

reiksme = 0

def padidinti():

    global reiksme

    reiksme += 1

    label.configure(text=str(reiksme))

def sumazinti():

    global reiksme

    reiksme -= 1

    label.configure(text=str(reiksme))

minus\_button = tk.Button(root, text="-", command=sumazinti, width=10, height=5, bg="lightgreen")

minus\_button.grid(row=0, column=0)

label = tk.Label(root, text=str(reiksme), width=10, height=5, bg="lightgrey")

label.grid(row=0, column=1)

plus\_button = tk.Button(root, text="+", command=padidinti, width=10, height=5, bg="yellow")

plus\_button.grid(row=0, column=2)

root.mainloop()

**Savarankiško darbo užduotis nr. 2**

import tkinter as tk

import random

root = tk.Tk()

spalvos = ["#FA8072", "#FFB6C1", "#FFA07A", "#FFD700", "#EE82EE", "#ADFF2F", "#00FFFF"]

def keisti\_spalva():

    nauja\_spalva = random.choice(spalvos)

    mygtukas.config(bg=nauja\_spalva)

mygtukas = tk.Button(root, text="Spalvos keitimas čia", font=("Arial", 16), fg="black", bg="white", command=keisti\_spalva)

mygtukas.pack(padx=50, pady=50)

root.mainloop()

**Savarankiško darbo užduotis nr. 3**

import tkinter as tk

import random

def roll\_dice():

    dice\_number = random.randint(1, 6)

    result\_label.config(text=f"{dice\_number}")

root = tk.Tk()

root.title("Kauliuko metimas")

roll\_button = tk.Button(root, text="Kauliuko metimas", command=roll\_dice)

roll\_button.pack()

result\_label = tk.Label(root, text="Rezultatas bus rodomas čia")

result\_label.pack()

root.mainloop()