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| **Title** | 10th homework in Basic Python programming class by 201923250 |

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| **Author** | 201923250 | **Date** | 11.15.2020 |

**Summarization for pages from 21 to 30**

A graphical user interface (GUI) very literally is a 'screen,' enabling an operator to use graphs such as menus and buttons to communicate with their device. Using tkinter, you now can create your own tiny Interface program.

The preference of whether to wrap strings in single or double spoken marks is beneficial. But don't forget to keep the code consistent. The main is the term glossary and the meaning is the value.

Canvas is a tkinter widget example. tkinter presents all the standard widgets, such as keys, labels or text entry fields, that are usable in modern programming languages. In truth, even in Python, there are common alternatives to tkinter.

Although these Interface facilities are usable in all modern languages, they do not all do the same as tkinter. You will have to figure out how it offers windows, canvas, keys, naming, etc if in the future you wish to create an application in a different programming language.

A button is given in the button widget! We want to do something when we click it, so just add the feature starting when we press it before we make the button.