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| **Title** | 5th homework in Python Programming class by 201923250 |

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**Summarization of chapter 5**

I have explored a new module which is Tkinter. While working with Tkinter, there are many functions provided from that class available. Some of them are canvas.create\_line(\*args) and window.bind(args) <- probably the most interesting one, which gives an opportunity to bind a keyboard to a specific function that makes the key work. I have tried loops in the game, was going to make some automatic line creating, just the same as snake game, probably? That was fun.

**MY CODES**



