from tkinter import\*

import messagebox as mbox

from random import randint

CHOIX = ["A", "Z", "E", "R", "T " ,"Y", "U","I", "O","p","Q", "S","D","F","G"]

numchoix = randint(0, 14)

choixOrdinateur=CHOIX[numchoix]

captcha=" "

for i in range(8):

numchoix=randint(0, 14)

choixOrdinateur=CHOIX[numchoix]

captcha=captcha+choixOrdinateur

def gerer ():

b1.config(command=gerer)

cap.config(text='Captcha ='+captcha)

fen1 = Tk()

cap = Label(fen1, text = 'Captcha :')

re=Label(fen1, text='Réecrire ce Captcha')

e1=Entry(fen1)

b1=Button(fen1, text="Gerer")

b1. grid(row =0)

cap.grid(row =1, column =1)

re. grid(row =2, column=0)

e1. grid(row=2,column=1)

b2=Button(fen1, text="Verifier")

b2.grid(row =3)

res.grid(row =4)

res = Label(fen1, text=' ')

def verif():

C2 = e1.get()

if c2==captcha: mbox.showinfo("Information", " Trés bien Captcha correct")

else:

mbox.showerror("Error", "Désolé captcha Incorrect")

b1.config (command=gerer)

b2.config (command=verif)

fen1.mainloop()

from tkinter import Tk, BOTH, Menu

fenetre =Tk()

def alert():

showinfo("alerte", "Bravol")

menubar= Menu(fenetre)

menu1= Menu(menubar, tearoff=0)

menu1.add\_command(label="Créer " , command= alert) menu1.add\_command(label="Editor",command =alert)

menu1.add\_separator()

menu1.add\_command(label="Quitter")

menubar.add\_cascade(label="Fichier", menu=menul)

menu2= Menu(menubar, tearoff=O)

menu2.add\_command(label="Couper", command=alert) menu2.add\_command(label="Copier",commande=alert)

menu2.add\_command(label="Coller", command=alert)

menubar.add\_cascade(label="Editer", menu=menu2)

menu3 = Menu(menubar, tearoff=0)

menu3.add\_command(label="A propos", command=alert)

menubar.add\_cascade(label="Aide", menu=menu3)

fenetre.config(menubar=Menu(fenetre)

fenetre.mainloop()

from Tkinter import\*

from Tkinter import Tk,BOTH,Menu

import tkMessageBox as messagebox

fen=Tk() info=Label(fen,text='manipulation d un menu en python',fg='green') info.grid(row=1) def alert (): messagebox.showinfo("alerte","Bravo!") def die (): fen.destroy() menubar=Menu(fen) menu1 = Menu(menubar,tearoff=0) menu1.add\_command(label="creer",command=alert) menu1.add\_command(label="editer",command=alert) menu1.add\_separator() menu1.add\_command(label="quitter",command=die) menubar.add\_cascade(label="fichier",menu=menu1) menu2 = Menu(menubar,tearoff=0) menu2.add\_command(label="couper",command=alert) menu2.add\_command(label="copier",command=alert) menu2.add\_command(label="coller",command=alert) menubar.add\_cascade(label="editer",menu=menu2) menu3 = Menu(menubar,tearoff=0) menu3.add\_command(label="a propos",command=alert) menubar.add\_cascade(label="aide",menu=menu3) menu4 = Menu(menubar,tearoff=0) menu4.add\_command(label="python shell",command=alert) menu4.add\_separator() menu4.add\_command(label="check module",command=alert) menu4.add\_command(label="executer module f5",command=alert) menubar.add\_cascade(label="executer",menu=menu4) fen.config(menu=menubar) fen.mainloop()