```python
from tkinter import *

from turtle import *

from tkinter import messagebox

wn=Tk()

wn.title("spinner")

wn.geometry("2000x2000")

Label(wn,text="MADE IN INDIA",fg="green").pack()

Label(wn,text="CLICK THE BUTTON TO PLAY THE SPINNER").pack()

def about():

    messagebox.showinfo("ABOUT SOFTWARE","TO PLAY, YOU JUST HAVE TO PRESS SPACEBAR,WHEN
YOU PRESS THE SPACEBAR THE SPINNER WILL START ROTATING.")

    return

def new():

 tn=Tk()

 tn.geometry("2000x2000")

 tn.title("DIGITAL SPINNER")


 state={'turn':0}

 def spinner():


    clear()

    angle=state['turn'] / 10

    right(angle)

    forward(100)

    dot(120,'orange')

    back(100)

    right(1200)
```

```python
        forward(100)

        dot(120,'blue')

        back(100)

        right(120)

        forward(100)

        dot(120,'green')

        back(100)

        right(120)

        update()


    def animate():

        if state['turn'] > 0:

            state['turn'] -= 1

        spinner()

        ontimer(animate,120)

    def flick():

        state['turn'] += 10


    setup(420,420,370,0)

    hideturtle()

    tracer(False)

    width(20)

    onkey(flick,'space')

    listen()

    animate()

    done()

Button(wn,text="open spinner",command=new).pack()

Button(wn,text="ABOUT",fg="blue",command=about).pack()
```

```
wn.mainloop()
```