Cvičenie, doplň program tak, aby kreslil hviezdičky na nočnej oblohe

import tkinter

import random

canvas = tkinter.Canvas(height=400,width=400, bg="navy")

canvas.pack()

bezi = bezi1 = bezi2 = True

def kreslikruh():

x = random.randint(10, 200)

y = random.randint(10, 200)

canvas.create\_oval(x-10, y-10, x+10, y+10, fill="white")

if bezi:

canvas.after(1000, kreslikruh)

def kreslistvorec():

x = random.randint(200, 400)

y = random.randint(200, 400)

canvas.create\_rectangle(x-10, y-10, x+10, y+10, fill="blue")

if bezi1:

canvas.after(500, kreslistvorec)

def kreslielipsa():

x = random.randint(400, 600)

y = random.randint(400, 600)

canvas.create\_oval(x-10, y-20, x+10, y+20, fill="yellow")

if bezi:

canvas.after(1500, kreslielipsa)

def kruh():

global bezi

bezi = not bezi

if bezi:

kreslikruh()

def stvorcek():

global bezi1

bezi1 = not bezi1

if bezi1:

kreslistvorec()

def elipsa():

global bezi2

bezi2 = not bezi2

if bezi2:

kreslielipsa()

def zmaz():

canvas.delete("all")

tkinter.Button(text="Kresli kruh", command=kruh).pack()

tkinter.Button(text="Kresli stvorcek", command=stvorcek).pack()

tkinter.Button(text="Kresli elipsa", command=elipsa).pack()

tkinter.Button(text="Zmaz platno", command=zmaz).pack()

kreslikruh()

kreslistvorec()

kreslielipsa()

tkinter.mainloop()

dottvor program stavebnica pre deti (ihlan, hviezda, šesťuholník...

import tkinter

canvas = tkinter.Canvas(width=600,height=600,bg="white")

canvas.pack()

def kruh(suradnice):

x=suradnice.x

y=suradnice.y

canvas.create\_oval(x - 20, y - 20, x + 20, y + 20, fill="red")

def stvorec(suradnice):

x = suradnice.x

y = suradnice.y

canvas.create\_rectangle(x - 20, y +20, x+20, y + 20, fill="blue")

def text(suradnice):

x = suradnice.x

y = suradnice.y

canvas.create\_text(x, x, text="AHOJ", fill="green")

def kruh1(suradnice):

x=suradnice.x

y=suradnice.y

canvas.create\_oval(x - 50, y - 50, x + 50, y + 50, outline="green",width="5", fill="brown")

def kruh2(suradnice):

x=suradnice.x

y=suradnice.y

canvas.create\_oval(x - 70, y - 70, x + 70, y + 70, fill="orange")

def kruh3(suradnice):

x=suradnice.x

y=suradnice.y

canvas.create\_line(-x , -y ,+x , +y , width=5,fill="red")

# vytvorenie tlačítka, príkazom bind

canvas.bind\_all("k", kruh)

canvas.bind\_all("s", stvorec)

canvas.bind\_all("t", text)

canvas.bind\_all("u", kruh1)

canvas.bind\_all("o", kruh2)

canvas.bind\_all("l", kruh3)