CVIČENIE (DOPLŇ PROGRAM TAK, aby kreslil farebné štvorčeky, krúžky, text

import tkinter

canvas = tkinter.Canvas(bg='white', width=400, height=400)

canvas.pack()

def kresli():

global pole

pole += [x, y]

canvas.coords(ciara, pole)

def udalost\_vlavo(event):

global x

x -= 20

kresli()

def udalost\_vpravo(event):

global x

x += 10

kresli()

def udalost\_hore(event):

global y

y -= 20

kresli()

def udalost\_dolu(event):

global y

y += 10

kresli()

x, y = 200, 200

pole = [x, y]

ciara = canvas.create\_line(10, 10, 50, 50)

canvas.bind\_all('<Left>', udalost\_vlavo)

canvas.bind\_all('<Right>', udalost\_vpravo)

canvas.bind\_all('<Up>', udalost\_hore)

canvas.bind\_all('<Down>', udalost\_dolu)