import tkinter,random,math

platno = tkinter.Canvas(width=800,height=600,bg="white")

platno.pack()

tlacidla=tkinter.Tk(screenName='Tlačidlá')

platno2 = tkinter.Canvas(tlacidla,width=300,height=40,bg="white")

platno2.pack()

def nahodne():

p={'r':5,'farba':'black','okraj':'black','hrubka':10}

farby=('black','blue','yellow','orange','red','purple','pink',

'skyblue','white')

p["r"]=random.randrange(10,50)

p["farba"]=random.choice(farby)

p["okraj"]=random.choice(farby)

p["hrubka"]=random.randrange(0,p['r']//2)

return p

def kruh(x,y):

p=nahodne()

platno.create\_oval(x-p["r"],y-p["r"],x+p["r"],y+p["r"],

fill=p["farba"],outline=p["okraj"],width=p["hrubka"])

def stvorec(x,y):

p=nahodne()

platno.create\_rectangle(x-p["r"],y-p["r"],x+p["r"],y+p["r"],

fill=p["farba"],outline=p["okraj"],width=p["hrubka"])

def trojuholnik(x,y):

p=nahodne()

platno.create\_polygon(x-p["r"],y,x+p["r"],y,x,y+p["r"],

fill=p["farba"],outline=p["okraj"],width=p["hrubka"])

def ciara(x,y):

global body

p=nahodne()

body.append([x,y])

print(body)

platno.create\_line(body,fill=p["farba"],width=p["hrubka"])

def kresli(event):

global tvar

print(tvar)

if tvar==0:

kruh(event.x,event.y)

if tvar==1:

stvorec(event.x,event.y)

if tvar==2:

trojuholnik(event.x,event.y)

if tvar==3:

ciara(event.x,event.y)

if tvar==4:

mnohouholnik(event.x,event.y)

def zmenfarbub(tvar):

global b

for bi in b:

bi.config(bg='#dddddd')

b[tvar].config(bg='skyblue')

def setkruh():

global tvar

tvar=0

zmenfarbub(tvar)

def setstvorec():

global tvar

tvar=1

zmenfarbub(tvar)

def settroj():

global tvar

tvar=2

zmenfarbub(tvar)

def setciara():

global tvar,body

tvar=3

body=[]

zmenfarbub(tvar)

tvar=1

b=[] #zoznam tlačidiel

b.append(tkinter.Button(tlacidla,text='Kruh', command=setkruh,font='arial 16')) #pridanie tlačidla do zoznamu tlačidiel

b[0].pack(side=tkinter.LEFT)

b.append(tkinter.Button(tlacidla,text='Štvorec', command=setstvorec,font='arial 16'))

b[1].pack(side=tkinter.RIGHT)

b.append(tkinter.Button(tlacidla,text='Trojuholník', command=settroj,font='arial 16'))

b[2].pack(side=tkinter.LEFT)

b.append(tkinter.Button(tlacidla,text='Čiara', command=setciara,font='arial 16'))

b[3].pack(side=tkinter.RIGHT)

platno.bind("<Button-1>", kresli)

platno2.bind("<Button-1>",setfarba)

platno.mainloop()