**UDALOSŤ, KLIKANIE MYŠOU, kreslenie II.A**

import tkinter

canvas = tkinter.Canvas ( )

canvas.pack()

def klik(event):

x, y = event.x, event.y

canvas.create\_oval(x-10, y-10, x+10, y+10, fill='red')

def tahanie(event):

x, y = event.x, event.y

canvas.create\_oval(x-5, y-5, x+5, y+5, fill='blue')

canvas.bind('<Button-1>', klik)

canvas.bind('<B1-Motion>', tahanie)

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**ČIARY**

import tkinter

canvas = tkinter.Canvas()

canvas.pack()

def klik(event):

canvas.create\_line(100, 200, event.x, event.y, fill='red', width=3)

def tahanie(event):

canvas.create\_line(100, 200, event.x, event.y)

canvas.bind('<Button-1>', klik)

canvas.bind('<B1-Motion>', tahanie)

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**SPOJENIE OBJEKTOV**

import tkinter

canvas = tkinter.Canvas ()

canvas.pack()

xx, yy = 0, 0

def klik(event):

global xx, yy

x, y = event.x, event.y

canvas.create\_oval(x-5, y-5, x+5, y+5)

if xx > 0:

canvas.create\_line(xx, yy, x, y)

xx, yy = x, y

def klik1(event):

global xx, yy

x, y = event.x, event.y

canvas.create\_rectangle(x-12, y-12, x+12, y+12)

if xx > 100:

canvas.create\_line(xx, yy, x, y)

xx, yy = x, y

canvas.bind('<Button-1>', klik)

canvas.bind('<Button-1>', klik1)