**Experiment 10**

**Aim:** To implement GUI Canvas Application using Tkinter.

**Theory :**

The Canvas is a rectangular area intended for drawing pictures or other complex layouts. You can place graphics, text, widgets or frames on a Canvas.

Syntax:

Here is the simple syntax to create this widget −

w = Canvas ( master, option=value, ... )

Parameters

· **master** − This represents the parent window.

· **options** − Here is the list of most commonly used options for this widget. These options can be used as key-value pairs separated by commas.

Some of the options are as follows :

| **Sr.No.** | **Option & Description** |
| --- | --- |
| 1 | **bd**  Border width in pixels. Default is 2. |
| 2 | **bg**  Normal background color. |
| 3 | **confine**  If true (the default), the canvas cannot be scrolled outside of the scroll region. |
| 4 | **cursor**  Cursor used in the canvas like *arrow, circle, dot etc.* |
| 5 | **height**  Size of the canvas in the Y dimension. |

**Conclusion :** Thus studied GUI Canvas Application using Tkinter.