**1.5.3: #11**

1. Change the ‘y’ variable to an integer variable object for Tkinter. Name it ‘y\_intvar’
2. Initialize the ‘y’ variable to 150.
3. Change the radius variable ‘r’ to a fixed amount.
4. Modify the slider so that it changes the ‘y\_intvar’ object when it is manipulated.
5. Modify the radius\_changed method, so that it gets the y\_intvar value instead of the old ‘radius\_intvar’ value.
6. Find where the initial circle is being drawn on the canvas, and make sure that is looking for the new ‘y\_intvar’ value, instead of the old ‘y’

**1.5.3 #17**

1. Create a canvas object.

2. Add the canvas object to the root window (add it using the **.grid()** method)

3. Draw an initial circle on the canvas (like what was done at the bottom of the code for

radius\_changer.py)

4. Add to the **color\_changed()** method, lines that will redraw the circle with a new FILL color,

based on the slider variables.

1. Note that this program is using hexadecimal values for color, so **fill=’#00FF00’** is the optional argument that you want to add to change the color of the circle.
2. In hexadecimal, the first two values represent RED (from 00 to FF), the next two represent GREEN, and the final two represent the BLUE channel. So the color shown in ‘a’ above would be GREEN.
3. To build the color, you would use some variable that combines all of the values into one color, like what is shown below:

