GUI interface for graphics using **tkinter**

0,0 (top left corner)
x,y (x = distance "over" from left) (y = distance "down" from top)

Line - draw a line from point a,b to point c,d using color_name and width

```
(a,b) ---------- (c,d)
```

canvas1.**create_line**(a, b, c, d, fill="color_name", width=1) #line from a,b to c,d

canvas1.**create_line**(10, 5, 280, 15, fill="red", width=1) # red line from 10,5 to 20,15

canvas1.**create_line**(10, 50, 10, 125, fill="#00FF00", width=5) # green line from10,50 to 10,125

Rectangle - draws rectangle with top left point a,b and bottom right point c,d, using color and width

```
(a,b)
  +-----------+
  |           |
  |           |
  +-----------+(c,d)
```

canvas1.**create_rectangle**(a, b, c, d, fill="color_name", outline="color_name", width=1)

draw rectangle with top right at 10,5 and bottom left at 100,80

canvas2.**create_rectangle**(10, 5, 100, 80, fill="yellow", outline="red", width=1)

draw rectangle with top right at 120,90 and bottom left at 150,190

canvas2.**create_rectangle**(120, 90, 150, 190, fill="orange", outline="blue", width=2)

Circle - draws a circle in "bounding box" with top left point a,b and bottom right point c,d

```
(a,b)
  +-----------+
  |           |
  | (circle)  |
  |           |
  +-----------+(c,d)
```

canvas1.**create_oval**(a, b, c, d, fill="color_name", outline="color_name", width=1)

Draw a oval with top left corner of bounding box at 50,25 and lower right corner of bounding box
at 250, 150. Oval will have black outline, magenta fill color and a line width of 2.

canvas3.**create_oval**(50, 25, 250, 150, fill="#FF00FF", outline="black", width=2)