PROJECT NAME: COLOUR GAME

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We have used some of the following modules , functions and widgets which are different from what we use regularly in python language.

The project is based on tkinter module.

1. ***focus_set()*** - Moves the keyboard focus to the widget. This means that all keyboard events sent to the application will be routed to this widget. It's like activating the text box where you type the text.

2. ***.after()-*** This method is used to call the given function after a given delay in ms. The syntax is given below..

  ".after(delay , function)"

3. ***.get()* -**

   This function is used to take values and store them. This is a normal "get" function.

4. .**entry -word**

   entry widget is used to store single line text strings or any value.

  It will store them and use them in further code.

5. **lower() –** This will convert the given words into lowercase. Ex- LoWer->lower

6. **delete() -** This will delete or clear the entry in the text box.

7. random.shuffle() - This is used to shuffle any list so that we can use any random number. By using this you can't predict what number will come..

8. bind(sequence =none , func =none , add =none) - This adds an event binding to this site. Here we can add any command key and function , by pressing that key the given function starts running.

Output Screenshot: