Metaphors

Intro: The Palette and the Panel  
*Metaphor:* Your IDE as a painter’s studio  
*Focus:* Setting up your environment (VS Code, Tkinter basics, file structure)

1. **Dropdowns as Drawers of Discovery**  
   *Metaphor:* A cabinet of tools, each drawer revealing a new concept  
   *Focus:* ttk.Combobox, dynamic content loading, organizing code snippets
2. **Buttons as Brushstrokes**  
   *Metaphor:* Each button triggers an action like a stroke on canvas  
   *Focus:* Button widget styling, command binding, layout logic
3. **Frames as Canvases**  
   *Metaphor:* Framing your interface like a gallery wall  
   *Focus:* Frame, LabelFrame, nesting widgets, responsive design
4. **Color Theory in UI**  
   *Metaphor:* Using saturation and contrast to guide the user’s eye  
   *Focus:* Color palettes, accessibility, theme switching
5. **Icons and Imagery**  
   *Metaphor:* Visual cues as signposts in a forest of functionality  
   *Focus:* Integrating images, custom icons, canvas drawing