write a python program to create root window or top level window

```
from tkinter import *
# create the root window
root = Tk()
# watch for any eventss that my take place in the root window
root.mainloop()
```

 # write a python program to create root window with their option

```
from tkinter import *
root = Tk()
root.title("My Window")                    # set Window title
root.geometry("400x300")                    #set window size
root.wm_iconbitmap('FOLDER.ico')           #Set windows icon
root.mainloop()                            # display window and wait for any event
```

python program to know the available font families

```
from tkinter import *
from tkinter import font

root = Tk()
fontlist = list(font.families())
print(fontlist)
```

write a GUI python program to display a frame in the root window

```
from tkinter import *
root = Tk()                                # create root window
root.title("My Frame")                     # give a title foe root windows

# create a freame as child to root windows
f = Frame(root,height=400, width=500, bg="yellow", cursor = "cross")

f.pack()                # attach the frame to root windows
root.mainloop()         #let the root windows wait for any evets
```

 # write a python to create a push button and bind it with an event handler function

```
from tkinter import *

# method to be called when button is clicked
def buttonClick(self):
  print(" You Have Click Me")
```

```
root = Tk()
# create frame and child to root windows
f =Frame(root,height=600, width=600)

f.propagate()          # let the grame will not shrink

f.pack()               # attach the frame to root windows

# create a push button as child frame
b = Button(f, text='My Button', width=15, height=2, bg='Yellow',fg='blue',
activebackground='green', activeforeground='red')

b.pack()               # attach button to the frame

# blind the left mouse button with the method to be called
b.bind("<Button-1>", buttonClick)

root.mainloop()              # the root window handles th mouse click event
```

write a python code take a three Button like Red, Green and Yellow for change back color when click on it

```
from tkinter import *
from tkinter import messagebox as tmsg

class MyTrafic:
   def __init__(self,root):

      redbutton = Button(root,text="Red", background="red", height=1, width=5,
command=lambda:self.MyClick(1))
      redbutton.grid(row=0,column=2)

      greenbutton = Button(root,text="Green", background="Green",height=1,
width=5,command=lambda:self.MyClick(2))
      greenbutton.grid(row=1,column=2)

      yellowbutton= Button(root,text="Yellow", background="Yellow",height=1,
width=5,command=lambda:self.MyClick(3))
      yellowbutton.grid(row=2,column=2)

   def MyClick(self,num):
      if num==1:
        root.configure(bg='red')
      if num==2:
        root.configure(bg='green')
      if num==3:
        root.configure(bg='Yellow')
```

```
root = Tk()
root.geometry("200x200")
mt = MyTrafic(root)
root.mainloop()
```

Write a python program to display a label upon clicking a push button

```
from tkinter import *
class MyButton:
  # constructor
  def __init__(self, root):
    # create s frame as child to root windows
    self.f =  Frame( root)

    # let the frame will not shrink
    self.f.propagate()

    # attachthe frame to root windows
    self.f.pack()

    # create a push button as blind it to button click method
    self.b1 = Button(self.f, text='Click Me', width=15, height=2, command=self.buttonClick)

    # create a another push button that closes the root window upon clicking
    self.b2 = Button(self.f, text='Close', width=15, height=2, command=quit)

    # attach button to the frame
    self.b1.grid(row=0,column=1)
    self.b2.grid(row=0,column=2)


    #create root windows
  def buttonClick(self):
    self.lbl = Label(self.f, text="Welcome To Python", width=20,height=2 ,
font=('courier',30,'bold underline'),fg='blue')
    self.lbl.grid(row=2,column=0)

# create root windows
root = Tk()

# create an object to My button class
mb = MyButton(root)

# root windows handles the mouse click event
root.mainloop()
```