```python
def button_callback():
    # Code to be executed when the button is pressed
```

```python
def event_callback(event):
    # Code to be executed when the event occurs
```

```python
from tkinter import *

root = Tk()

canvas = Canvas(root, width=500, height=500)
canvas.pack()

# Draw the text
canvas.create_text(250, 250, text="Hello, world!", font=("Arial", 24))

root.mainloop()
```

```python
from tkinter import *

root = Tk()

canvas = Canvas(root, width=500, height=500)
canvas.pack()

# Draw the rectangle
canvas.create_rectangle(100, 100, 400, 400, outline="black", fill="white")

root.mainloop()
```

```python
from tkinter import *

root = Tk()

canvas = Canvas(root, width=500, height=500)
canvas.pack()

# Draw the line
canvas.create_line(0, 0, 500, 500)

root.mainloop()
```

```python
from tkinter import *

root = Tk()

canvas = Canvas(root, width=500, height=500)
canvas.pack()

# Load the image
photo = PhotoImage(file="image.gif")

# Add the image to the canvas
canvas.create_image(0, 0, image=photo, anchor=NW)

root.mainloop()
```

```python
from tkinter import *

root = Tk()

canvas = Canvas(root, width=500, height=500)
canvas.pack()

# Draw the circle
canvas.create_oval(100, 100, 400, 400, outline="black", fill="white")

root.mainloop()
```

```python
from tkinter import *

root = Tk()

def button_callback():
    print("Button clicked")

# Create the button
button = Button(root, text="Click me!", command=button_callback)

# Add the button to the window
button.pack()

root.mainloop()
```

```python
from tkinter import *

root = Tk()

def key_callback(event):
    print("Key pressed:", event.char)

# Bind the keyboard event
root.bind("<Key>", key_callback)

root.mainloop()
```

```python
from tkinter import *

root = Tk()

canvas = Canvas(root, width=500, height=500)
canvas.pack()

# Load the image
photo = PhotoImage(file="image.gif")

# Add the image to the canvas
image_item = canvas.create_image(0, 0, image=photo, anchor=NW)

def move_callback(event):
    if event.keysym == "Left":
        canvas.move(image_item, -10, 0)
    elif event.keysym == "Right":
        canvas.move(image_item, 10, 0)
    elif event.keysym == "Up":
        canvas.move(image_item, 0, -10)
    elif event.keysym == "Down":
        canvas.move(image_item, 0, 10)

    # Update the canvas
    canvas.update()

# Bind the keyboard event
root.bind_all("<Key>", move_callback)

root.mainloop()
```