1. The part of the computer with which the user interacts.
2. Displays a prompt, and the user types a command, which is then executed.
3. Programs determine the order.
4. The user causes events to take place, such as clicking a button, and the program must respond to the events.
5. Label- An area that displays one line of text or an image.

Entry- An area in which the user may type a single line of input from the keyboard.

Button- A button that can cause an action to occur when it is clicked.

Frame- A container that can hold other widgets.

1. Create an instance of the tkinter module’s Tk class.
2. The function runs like an infinite loop until you close the main window.
3. Determines where a widget should be positioned and makes the widget visible when the main window is displayed.
4. They will be on top of each other.
5. side=”left”
6. Use the get method.
7. String
8. tkinter
9. Any value that is stored in the StringVar object will automatically be displayed in the Label widget.
10. Radio buttons
11. Check buttons
12. You create a group of Radiobuttons, you associate them all with the same IntVar object. You also assign a unique integer value to each Radiobutton widget. When one of the Radiobutton widgets is selected, it stores its unique integer value in the IntVar object.
13. You associate a different IntVar object with each Checkbutton. When a Checkbutton is selected, its associated IntVar object will hold the value 1. When a Checkbutton is not selected, its associated IntVar object will hold the value 0.
14. (0,0)
15. (639,479)
16. With the Canvas widget, the point (0,0) is in the upper left corner of the window. In turtle graphics, the point (0,0) is in the center of the window. With Canvas widget, the y coordinates increase as you move down the screen. In turtle graphics, the Y coordinates decrease as you move down the screen.
17. Circle- create\_oval

Square- create\_rectangle

Rectangle- create\_rectangle

Closed six-sided shape- create\_polygon

Ellipse- create\_oval

Arc- create\_arc