

Практическая работа №12

ПР12 Метод grid

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Git - <https://github.com/denq113/pr8-16>

Пример №1

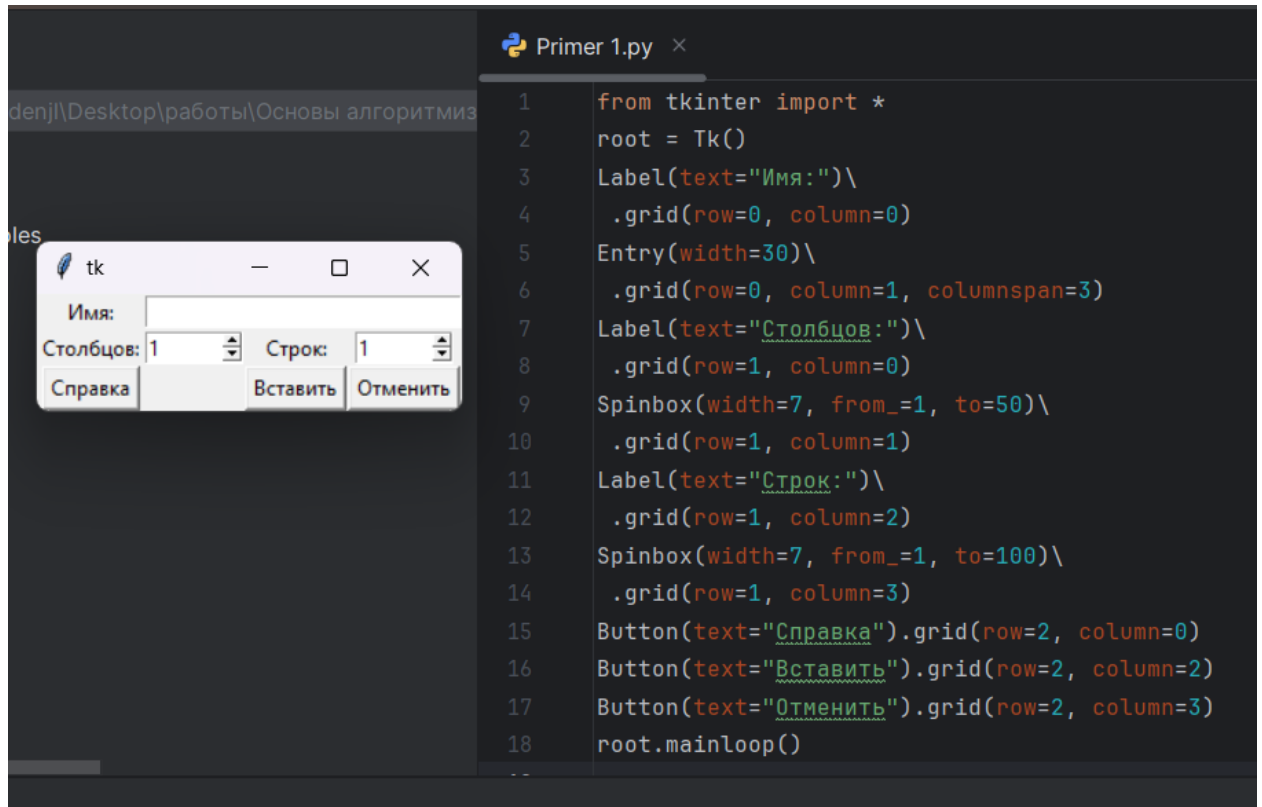


Рисунок 1 – Код и работа программы

Пример №2

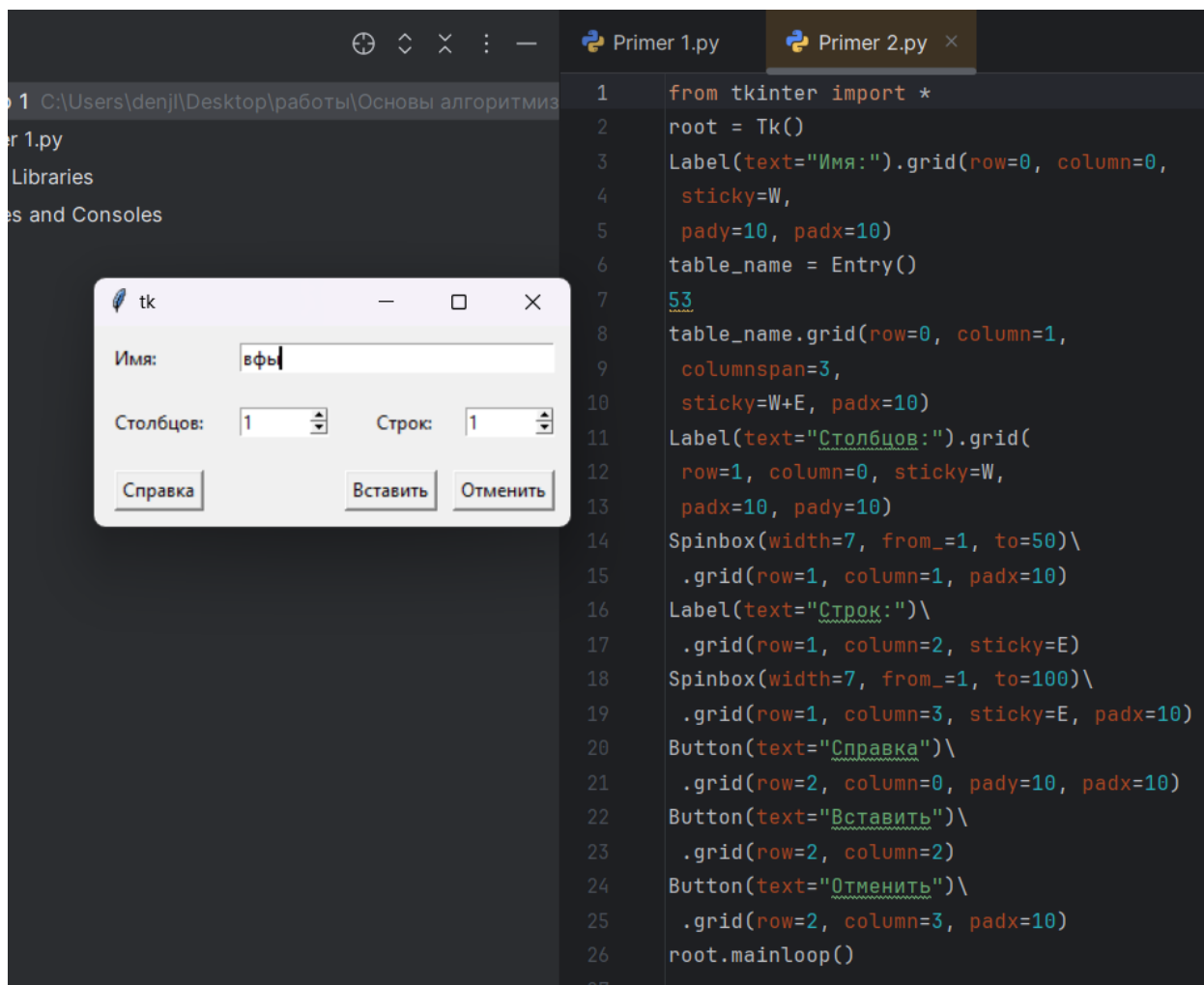
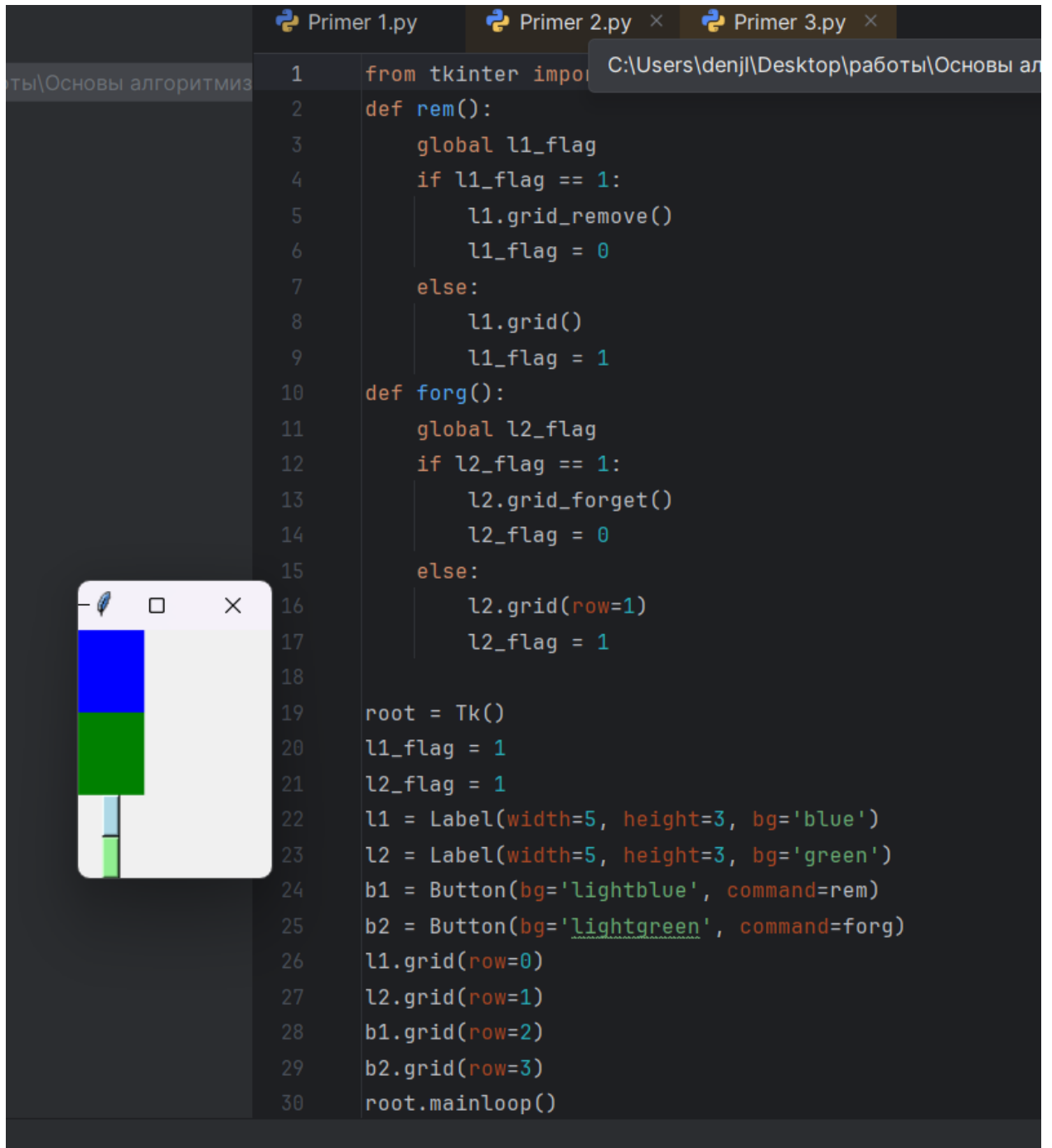


Рисунок 2 – Код и работа программы

Пример №3



The image shows a Python IDE with three tabs: 'Primer 1.py', 'Primer 2.py', and 'Primer 3.py'. The active tab is 'Primer 3.py', which contains the following Python code:

```
1 from tkinter import *
2 def rem():
3     global l1_flag
4     if l1_flag == 1:
5         l1.grid_remove()
6         l1_flag = 0
7     else:
8         l1.grid()
9         l1_flag = 1
10 def forg():
11     global l2_flag
12     if l2_flag == 1:
13         l2.grid_forget()
14         l2_flag = 0
15     else:
16         l2.grid(row=1)
17         l2_flag = 1
18
19 root = Tk()
20 l1_flag = 1
21 l2_flag = 1
22 l1 = Label(width=5, height=3, bg='blue')
23 l2 = Label(width=5, height=3, bg='green')
24 b1 = Button(bg='lightblue', command=rem)
25 b2 = Button(bg='lightgreen', command=forg)
26 l1.grid(row=0)
27 l2.grid(row=1)
28 b1.grid(row=2)
29 b2.grid(row=3)
30 root.mainloop()
```

Below the code editor, a small Tkinter window is visible. It contains a vertical stack of four widgets: a blue rectangular label at the top, a green rectangular label below it, a light blue button below the green label, and a light green button at the bottom. The window has a standard title bar with a pencil icon, a maximize button, and a close button.

Рисунок 3 – Код и работа программы

Практическая работа

```

1 import tkinter as tk
2 from tkinter import Toplevel, Canvas, Radiobutton, Button, IntVar, Entry, Label
3
4 def add_shape():
5     def draw():
6         x1 = int(entry_x1.get())
7         y1 = int(entry_y1.get())
8         x2 = int(entry_x2.get())
9         y2 = int(entry_y2.get())
10
11         if shape_type.get() == 1: # Rectangle
12             canvas.create_rectangle(x1, y1, x2, y2, outline="black", width=2)
13         elif shape_type.get() == 2: # Oval
14             canvas.create_oval(x1, y1, x2, y2, outline="black", width=2)
15
16     shape_window.destroy()
17
18 shape_window = Toplevel(root)
19 shape_window.title("Фигура")
20
21 # Coordinate inputs
22 Label(shape_window, text="x1:").grid(row=0, column=0, padx=5, pady=5)
23 entry_x1 = Entry(shape_window)
24 entry_x1.grid(row=0, column=1, padx=5, pady=5)
25
26 Label(shape_window, text="y1:").grid(row=1, column=0, padx=5, pady=5)
27 entry_y1 = Entry(shape_window)
28 entry_y1.grid(row=1, column=1, padx=5, pady=5)

```

Рисунок 4 – Код практической №1

```

4 def add_shape():
5     Label(shape_window, text="x2:").grid(row=2, column=0, padx=5, pady=5)
6     entry_x2 = Entry(shape_window)
7     entry_x2.grid(row=2, column=1, padx=5, pady=5)
8
9     Label(shape_window, text="y2:").grid(row=3, column=0, padx=5, pady=5)
10    entry_y2 = Entry(shape_window)
11    entry_y2.grid(row=3, column=1, padx=5, pady=5)
12
13    # Shape selection
14    shape_type = IntVar(value=1)
15    Radiobutton(shape_window, text="Прямоугольник", variable=shape_type, value=1).grid(row=4, column=0, columnspan=2)
16    Radiobutton(shape_window, text="Овал", variable=shape_type, value=2).grid(row=5, column=0, columnspan=2, sticky=
17
18    # Draw button
19    Button(shape_window, text="Нарисовать", command=draw).grid(row=6, column=0, columnspan=2, pady=10)
20
21 # Main window
22 root = tk.Tk()
23 root.title("Прямооооооо")
24
25 # Canvas
26 canvas = Canvas(root, width=400, height=400, bg="white")
27 canvas.pack()
28
29 # Add shape button
30 add_shape_button = Button(root, text="Добавить фигуру", command=add_shape)
31 add_shape_button.pack()
32
33 root.mainloop()
34

```

Рисунок 5 – Код практической №2

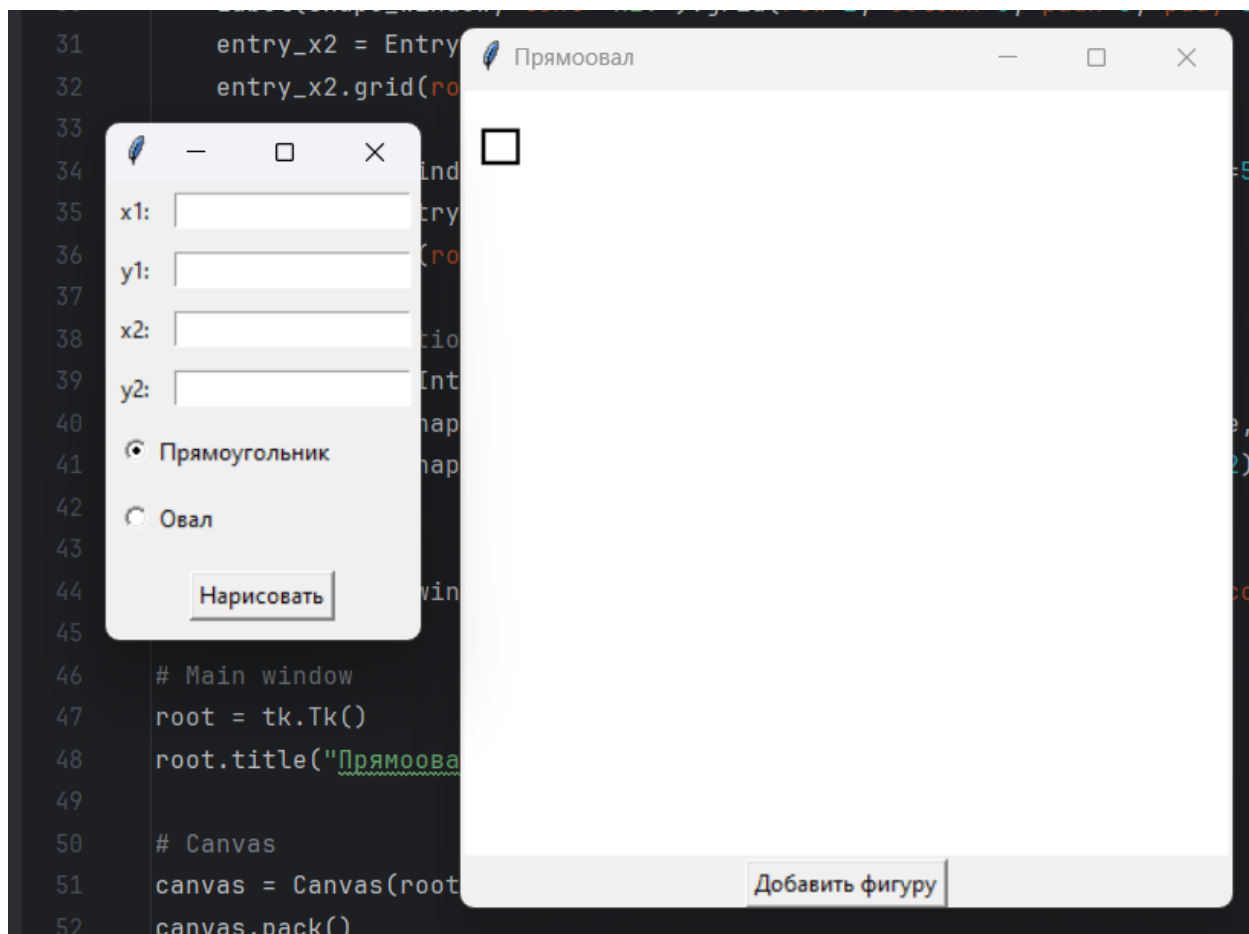


Рисунок 6 – Работа практической