# CompSci 101 Lab 9 tkinter and nested for loops



## Drawing Patterns using nested for loops

A nested loop is a loop inside a loop.

The "inner loop" sits inside the "outer loop"

 Nested loops are often used when working with two dimensions, e.g. printing patterns

## Drawing a simple pattern

```
for row in range(3): # Outer Loop
  for column in range(10): # Inner Loop
    print("x", end="")
  print()
```

XXXXXXXXX

XXXXXXXXX

XXXXXXXXX

## Another simple pattern

```
for row in range(3):
    print("Row:" + str(row), end=" ")
    for column in range(10):
        print(column,end="")
    print()
```

Row: 0 0123456789

Row:1 0123456789

Row: 2 0123456789

## Another simple pattern

```
for row in range(3):
    for column in range(10):
        if column % 2 == 0:
            print("e", end="")
        else:
            print("o", end="")
        print()
```

e0e0e0e0e0 e0e0e0e0e0

## GUI programming using tkinter

Tk is a platform independent windowing toolkit

Available to us through the tkinter package.

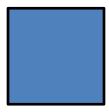
 Tk provides the definitions of many "widgets" (labels, buttons, text boxes, etc.)

## **Canvas Widget**

- The Canvas widget is the only widget that we will be using in this lab and also in the assignment.
- The canvas is a general purpose widget
  - used to display graphs and other drawings.
- Each pixel in the Canvas area has an x position (across the canvas) and a y position (down the canvas).
- Position (0, 0) is the top left corner of the canvas.

## Creating a rectangle

- create\_rectangle(x0, y0, x1, y1, options)
- The rectangle is defined by 2 points:
  - -(x0, y0) the top left position
  - -(x1, y1) the bottom right position.



```
canvas.create_rectangle(50, 100, 150, 200, fill = "blue", outline = "black")
```

## Creating an oval

- create\_oval(x0, y0, x1, y1, options)
- The oval is defined by 2 points:
  - (x0, y0) the top left position of the bounding rectangle
  - (x1, y1) the bottom right position of the bounding rectangle.

```
canvas.create_oval(50, 100, 150, 200, fill = "red", outline = "black")
```

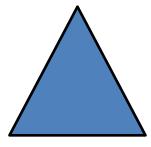
## **Creating a line**

- **create\_line**(x0, y0, x1, y1, *options*)
- The line is defined by 2 points
  - (x0, y0) and (x1, y1).

```
canvas.create_line(100, 250, 150, 275,
fill = "purple", width = 3)
```

## Creating a polygon

- create\_polygon(coordinates of points, options)
- The polygon is defined by a series of points:
  - -(x0, y0, x1, y1, .... xn, yn).



#### Example (creating a triangle):

```
canvas.create_polygon(50,100, 125,25,200,100, fill = "blue", outline = "black")
```

## **Creating text**

- create\_text(coordinates of position, options)
  - Draws text in the canvas.

```
my_font = ("Courier", 12, "bold")
canvas.create_text(50, 100, text = "Hello",
fill = "green", font = my_font)
```

### Pattern in Canvas Widget

Squares and Ovals Pattern

```
def draw_pattern_in_canvas(canvas, size):
  top = 0
  for row in range(6):
     left = 0
     draw_oval = row % 2 == 0
     for column in range(8):
        if draw_oval == True:
          canvas.create_oval(left, top, left + size, top + size,
                       fill = "red", outline = "black", width = 3)
        else:
          canvas.create_rectangle(left, top, left + size, top + size,
                       fill = "yellow", outline = "blue", width = 3)
        draw_oval = not draw_oval
        left += size
     top += size
```

#### **Next Week**

There is no lab next week.

This is the last lab for this semester.

Good luck for all your final assessments