# libraries

December 4, 2023

Predstavitev knjižnice Python turtle

Knjižnica je del standardnih knjižnic, zato je ni treba posebaj nameščati.

1. potrebno je programu povedati da bomo želeli uporabljati knjižnico turtle zato jo importamo
2. nato ustvarimo drawing board, kamor bomo risali
3. prav tako ustvarimo objekt s katerim bomo risali, ta se imenuje Turtle()
4. poznamo več ukazov, za premikanje
    a. forward, backward, right, left,
5. lahko menjamo barve, pen.color()
6. in debelino pisala pen.pensize(5)
7. lahko pišemo ali pa ne, pen.up(), pen.down()

```python
[1]: import turtle

     # Create a new turtle screen and a turtle
     screen = turtle.Screen()
     my_turtle = turtle.Turtle()

     for _ in range(4):
         my_turtle.forward(100)  # Move the turtle forward by 100 units
         my_turtle.right(90)     # Turn the turtle to the right by 90 degrees

     # Keep the window open
     screen.mainloop()
```

```python
[1]: import turtle
     import math

     # Create a turtle screen and turtle
     screen = turtle.Screen()
     my_turtle = turtle.Turtle()

     # Set the speed of the turtle
     my_turtle.speed(0)

     # Function to draw a petal
     def draw_petal(radius, angle):
         for _ in range(2):
```

```python
        my_turtle.circle(radius, angle)
        my_turtle.left(180 - angle)

# Draw the rose
def draw_rose(petals, radius, angle):
    for _ in range(petals):
        draw_petal(radius, angle)
        my_turtle.left(360 / petals)

# Customize these parameters
number_of_petals = 10
radius_of_petals = 100
angle_of_petals = 60

draw_rose(number_of_petals, radius_of_petals, angle_of_petals)

# Keep the window open
screen.mainloop()
```

Predstavitev knjiznice Tkinter S to knjiznico lahko ustvarjano enostavne gui vmesnike, pomaga, lahko prikazujemo podatke, ki smo jih pridobili od uporabnika in z njimi manipuliramo

```python
import tkinter as tk

root = tk.Tk()
root.title("Moja prva aplikacija")
root.geometry("300x200")

label = tk.Label(root, text="Pozdravljeni!")
label.pack()

def on_button_click():
    label.config(text="Pritisnili ste gumb!")

button = tk.Button(root, text="Stisni me", command=on_button_click)
button.pack()


root.mainloop()
```