from tkinter import \*

import random

import time

tk = Tk()

tk.title('Bounce Game')

tk.resizable(0, 0)

tk.wm\_attributes('-topmost', 1)

canvas = Canvas(tk, width=500, height=400, bd=0, highlightthickness=0)

canvas.pack()

tk.update()

**Figure out these 3 lines of code. What do they do?**

tk. resizable (0, 0) : (in the True False way)

can make the screen resizable in x, y.

tk.title(“Bounce game”) : sets title.

Tk.wm\_attributes() : tk.wm\_attributes() sets settings for tkinter to use for drawing the app. -topmost is an option to make the window always be on top of all the other windows, and zero is considered false while all other numbers are true.

So in other words, tk.wm\_attributes('-topmost', True) means "Yes, do draw the window on top of all the others.

**Does it make a difference if you put 100? 1000? In the tk.resizable()**

No. The reason is if it's not 0, it means ‘True’. If it is 0, it means ‘False’

https://wiki.tcl-lang.org/page/wm+attributes