There are 10 TKINTER questions, each is worth 10%.

BOLD only 1 answer for each question.

**QUESTIONS #1**

What is Tkinter?

a) A programming language

**b) A GUI library in Python**

c) A database management system

d) A web development framework

**QUESTIONS #2**

How do you import Tkinter in Python?

a) import tkinter as tk

b) from tkinter import \*

c) import Tkinter

**d) import tkinter**

**QUESTIONS #3**

Which method is used to start the Tkinter main event loop?

a) start()

b) main()

c) loop()

**d) mainloop()**

**QUESTIONS #4**

How do you create a basic Tkinter window?

a) window = tk.Tk()

b) window = Tk()

c) window = tk.create\_window()

d) window = tk.Frame()

**QUESTIONS #5**

How can you set the title of a Tkinter window?

a) window.set\_title("Title")

b) window.title("Title")

c) window.set("Title")

d) window.set\_title = "Title"

**QUESTIONS #6**

What is a Label widget in Tkinter?

a) A widget used for inputting text

b) A container to group other widgets

**c) A widget to display text or images**

d) A widget to display a list of items

**QUESTIONS #7**

Which geometry manager is used to organize widgets in a block-like fashion in Tkinter?

**a) grid()**

b) place()

c) pack()

d) place\_forget()

**QUESTIONS #8**

How do you create a Button widget in Tkinter?

**a) button = Button(root, text="Click Me")**

b) button = Button("Click Me")

c) button = Button(text="Click Me")

d) button = Button.create(root, "Click Me")

**QUESTIONS #9**

What is the purpose of the Entry widget in Tkinter?

a) To display text or images

b) To create buttons

c) To display a message box

**d) To get user input**

**QUESTIONS #10**

What is the purpose of the grid() geometry manager in Tkinter?

a) To arrange widgets in a single row

**b) To arrange widgets in a table-like structure**

c) To arrange widgets in a circle

d) To arrange widgets randomly

**QUESTIONS #11**

In Tkinter, how do you create a button widget that executes a function called "handle\_click" when clicked?

**A) button = Button(text="Click me!", command=handle\_click)**

B) button = Button(handle\_click="Click me!")

C) button = Button(command=handle\_click)

D) button = Button(handle\_click)

Answer: A) button = Button(text="Click me!", command=handle\_click

Submit this document to Module 8.