**По теории!!!**

**from** tkinter **import** \*  
windows =Tk()  
windows.title(**"Первая программа"**)  
windows.geometry(**'500x300+200+100'**)  
  
**def** cliked():  
 mane=entr.get()  
 lbl.config(text=(mane,**"Привет"**),font=(**''**,40))  
 entr.delete(0,END)  
Label(text=**"Hello, World"**,font=(**"Courier New"**,24),bd=10, bg=**'#ffaaaa'**,fg=**'#53377a'**).pack()  
Button(text=**"Поздороваться"**,width=40, height=5,activebackground=**"#53377a"**, command=cliked).pack()  
entr=Entry(width=40)  
lbl=Label(text=**"Будем менять этот текст"**)  
lbl.pack()  
entr.pack()  
  
windows.mainloop()

**Задача про радужные кнопки**

**from** tkinter **import** \*  
windows=Tk()  
windows.title(**"Радужные кнопки"**)  
windows.geometry(**"400x450"**)  
  
**def** clik(arg):  
 entr.delete(0,END)  
 **if** arg==1:  
 lbl.configure(text=**"Красный цвет"**)  
 entr.insert(0,**'#FF0000'**)  
 **elif** arg==2:  
 lbl.configure(text=**"Оранжевый цвет"**)  
 entr.insert(0, **'#FF8C00'**)  
 **elif** arg==3:  
 lbl.configure(text=**"Желтый цвет"**)  
 entr.insert(0, **'#FFFF00'**)  
 **elif** arg==4:  
 lbl.configure(text=**"Зеленый цвет"**)  
 entr.insert(0, **'#008000'**)  
 **elif** arg==5:  
 lbl.configure(text=**"Голубой цвет"**)  
 entr.insert(0, **'#00FFFF'**)  
 **elif** arg==6:  
 lbl.configure(text=**"Синий цвет"**)  
 entr.insert(0, **'#0000FF'**)  
 **elif** arg==7:  
 lbl.configure(text=**"Фиолетовый цвет"**)  
 entr.insert(0, **'#9400D3'**)  
   
lbl=Label(text=**"Здесь будет название цвета"**,height=2)  
entr=Entry(width=40,bd=10)  
lbl.pack()  
entr.pack()

btn1=Button(bg=**'#FF0000'**,width=40,height=2,command=**lambda**: clik(1) ).pack()  
btn2=Button(bg=**'#FF8C00'**,width=40,height=2,command=**lambda**: clik(2)).pack()  
btn3=Button(bg=**'#FFFF00'**,width=40,height=2,command=**lambda**: clik(3)).pack()  
btn4=Button(bg=**'#008000'**,width=40,height=2,command=**lambda**: clik(4)).pack()  
btn5=Button(bg=**'#00FFFF'**,width=40,height=2,command=**lambda**: clik(5)).pack()  
btn6=Button(bg=**'#0000FF'**,width=40,height=2,command=**lambda**: clik(6)).pack()  
btn7=Button(bg=**'#9400D3'**,width=40,height=2,command=**lambda**: clik(7)).pack()  
windows.mainloop()

**Калькулятор**

**from** tkinter **import** \*  
windows=Tk()  
windows.geometry(**"350x200+500+300"**)  
windows.title(**"Самый простой калькулятор"**)  
  
**def** calc(arg):  
 entr3.delete(0,END)  
 **if** arg==1:  
 entr3.insert(0,(int(entr1.get())+int(entr2.get())))  
 **if** arg==2:  
 entr3.insert(0,(int(entr1.get())-int(entr2.get())))  
 **if** arg==3:  
 entr3.insert(0,(int(entr1.get())\*int(entr2.get())))  
 **if** arg==4:  
 entr3.insert(0,(int(entr1.get())/int(entr2.get())))  
  
Label(text=**"Первое число"**).grid(row=0,columnspan=2)  
Label(text=**"Второе число"**).grid(row=3,columnspan=2)  
Label(text=**"Результат"**,bg=**'#FFC0CB'**).grid(row=1,column=2, columnspan=2)  
entr1=Entry(bd=5)  
entr2=Entry(bd=5)  
entr3=Entry()  
btn1=Button(text=**"+"**,width=5,command=**lambda** :calc(1))  
btn2=Button(text=**"-"**,width=5,command=**lambda** :calc(2))  
btn3=Button(text=**"\*"**,width=5,command=**lambda** :calc(3))  
btn4=Button(text=**"/"**,width=5,command=**lambda** :calc(4))  
  
entr1.grid(row=1,column=0, columnspan=2,padx=20)  
entr2.grid(row=4,column=0, columnspan=2)  
entr3.grid(row=3,column=2, columnspan=2,padx=20)  
btn1.grid(row=5,column=0,padx=10, pady=20)  
btn2.grid(row=5,column=1,padx=10, pady=20)  
btn3.grid(row=5,column=2,padx=10, pady=20)  
btn4.grid(row=5,column=3,padx=10, pady=20)  
windows.mainloop()

**Доска**

**from** tkinter **import** \*  
win=Tk()  
  
**def** prnt(arg):  
 lbl.config(text=arg)  
  
Button(width=2,state=DISABLED).grid(row=0,column=0)  
Button(text=**"A"**,width=8,state=DISABLED).grid(row=0,column=1)  
Button(text=**"B"**,width=8,state=DISABLED).grid(row=0,column=2)  
Button(text=**"C"**,width=8,state=DISABLED).grid(row=0,column=3)  
Button(text=**"D"**,width=8,state=DISABLED).grid(row=0,column=4)  
Button(text=**"1"**,width=2,height=4,state=DISABLED).grid(row=1,column=0)  
Button(bg=**'#ffffff'**,width=8,height=4,command=**lambda**: prnt(**"A1"**)).grid(row=1,column=1)  
Button(bg=**'#000000'**,width=8,height=4,command=**lambda**: prnt(**"B1"**)).grid(row=1,column=2)  
Button(bg=**'#ffffff'**,width=8,height=4,command=**lambda**: prnt(**"C1"**)).grid(row=1,column=3)  
Button(bg=**'#000000'**,width=8,height=4,command=**lambda**: prnt(**"D1"**)).grid(row=1,column=4)  
Button(text=**"2"**,width=2,height=4,state=DISABLED).grid(row=2,column=0)  
Button(bg=**'#000000'**,width=8,height=4,command=**lambda**: prnt(**"A2"**)).grid(row=2,column=1)  
Button(bg=**'#ffffff'**,width=8,height=4,command=**lambda**: prnt(**"B2"**)).grid(row=2,column=2)  
Button(bg=**'#000000'**,width=8,height=4,command=**lambda**: prnt(**"C2"**)).grid(row=2,column=3)  
Button(bg=**'#ffffff'**,width=8,height=4,command=**lambda**: prnt(**"D2"**)).grid(row=2,column=4)  
Button(text=**"3"**,width=2,height=4,state=DISABLED).grid(row=3,column=0)  
Button(bg=**'#ffffff'**,width=8,height=4,command=**lambda**: prnt(**"A3"**)).grid(row=3,column=1)  
Button(bg=**'#000000'**,width=8,height=4,command=**lambda**: prnt(**"B3"**)).grid(row=3,column=2)  
Button(bg=**'#ffffff'**,width=8,height=4,command=**lambda**: prnt(**"C3"**)).grid(row=3,column=3)  
Button(bg=**'#000000'**,width=8,height=4,command=**lambda**: prnt(**"D3"**)).grid(row=3,column=4)  
Button(text=**"4"**,width=2,height=4,state=DISABLED).grid(row=4,column=0)  
Button(bg=**'#000000'**,width=8,height=4,command=**lambda**: prnt(**"A4"**)).grid(row=4,column=1)  
Button(bg=**'#ffffff'**,width=8,height=4,command=**lambda**: prnt(**"B4"**)).grid(row=4,column=2)  
Button(bg=**'#000000'**,width=8,height=4,command=**lambda**: prnt(**"C4"**)).grid(row=4,column=3)  
Button(bg=**'#ffffff'**,width=8,height=4,command=**lambda**: prnt(**"D4"**)).grid(row=4,column=4)  
lbl=Label(text=**""**,width=10,font=(**""**,30))  
lbl.grid(row=0,column=5,rowspan=4)  
win.mainloop()