GUI Exercises Part 2

1. Download function1.py from Moodle

* Comment out the line that says " root.bell()" - notice the difference
* Make your program ring twice
* Change the both the title and the text of the message.
* Notice how the line "command=show\_alert" calls the function that shows an alert.
* Change the name of the function to "sound\_message". Adapt the code so the button still operates.

1. Examine function3.py

* Uncomment the line that says "quit". How does this affect the code?
* Change the text in the message box so that it says "Thanks for click!!"
* Change the function so that it changes the background colour to red

1. Examine function2.py

* How does the scale affect the messagebox?
* What will happen when you change the code to so that it says "60000" rather than "1000"?
* What is the scale.get() function call doing? Write this down.
* Draw a flow diagram to show the flow of the code

1. Open function 4. py

* Write a flow diagram to explain how it works
* Change the size and colour or the pop up box

1. Go to list box4 and see how it works. This is revision. Describe the procress.
2. Go to Random Function6.py

* Change the upper and lower limit of the random number notice
* how it prints to the terminal
* Adapt the code so that it prints "Good stuff" to the terminal
* Look at textFunction7 for guidance

**Examine the other files on Moodle to see how they work**