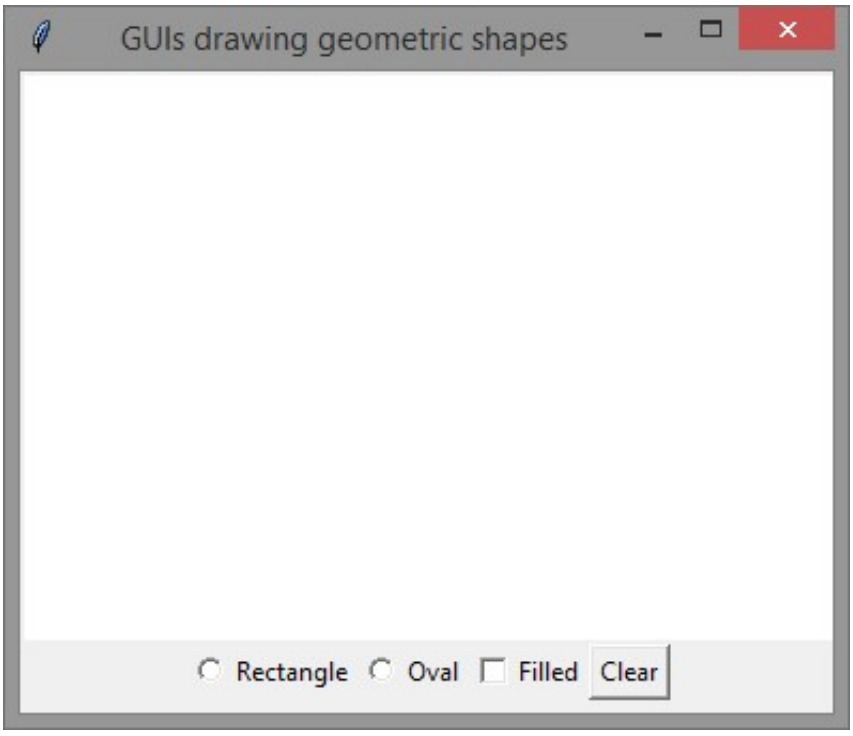
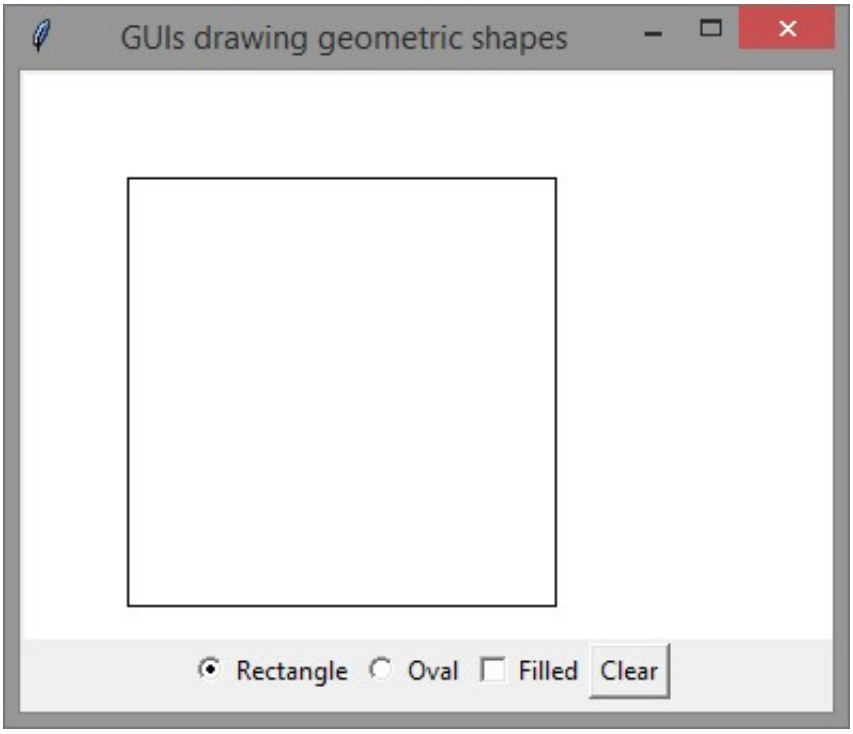
CSC 131 - Introduction to Computer Science 1
Lab 8

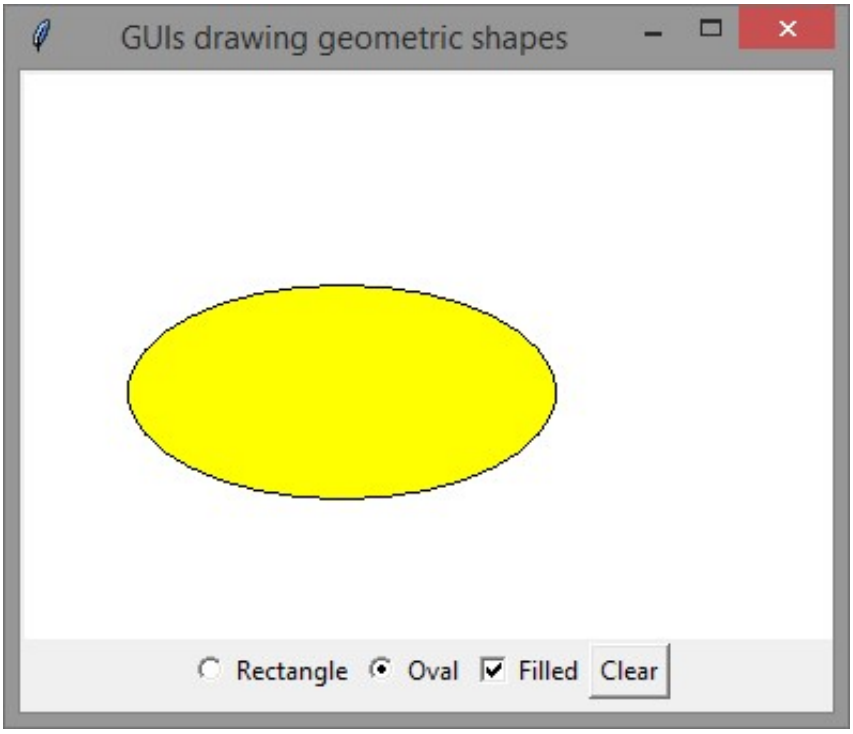
Write a GUI program that draws a rectangle and/or an oval, as shown in the figures below. The user selects a figure from a radio button and specifies whether it is filled by selecting a check button. A regular button is used to clear all drawings on the canvas. When the Rectangle radio button is clicked, the program checks if the Filled check button is clicked to decide whether or not the rectangle should be filled. It then draws a rectangle with top_left corner at (50,50) and bottom_right corner at (250,250). When the oval radio button is clicked, the program checks if the Filled check button is clicked to decide whether or not the oval should be filled. It then draws an oval "bounded by an imaginary rectangle" with corners at (50,100) and (250, 200). Use red fill color for the rectangle and yellow fill color for the oval. When the Clear button is clicked, all drawing on the canvas will be cleared and all buttons will be unchecked.

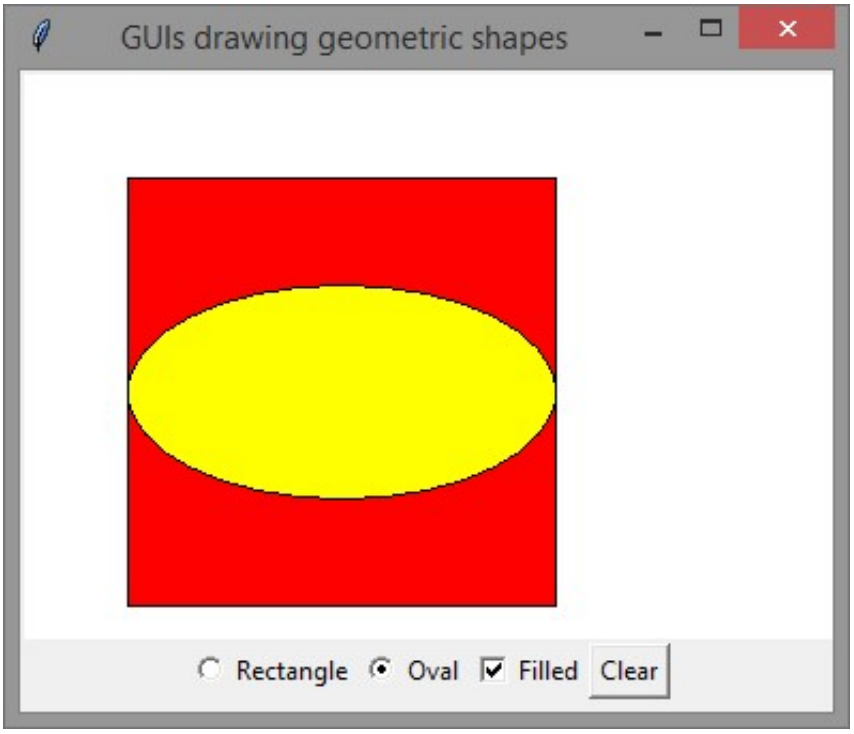
Use nested frames to achieve the shown layout where all buttons are added to a pane/frame that is added to the main frame.

Name your file lab8.py. Make sure to include your name and the name of your TRACE folder at the top of the file in a docstring. When you are done, demonstrate your code to the instructor. Make sure to upload an electronic copy of your solution in your CSC131 upload folder in a folder named LABS\lab8.




GUIs drawing geometric shapes
Rectangle
Oval
Filled
Clear


GUIs drawing geometric shapes
Rectangle
Oval
Filled
Clear



This drawing resulted from the user clicking the Filled check button, followed by clicking the Rectangle radio button, followed by clicking the oval radio button.