Module for every study tool/game

Classes

Methods/functions

Animation

Canvas, handle events. Etc

Rebind event handlers within module

Take root and canvas from main class

All take in self

Top level, main module

Root, canvas in run or init whatever

subApp1 = module1App()

(root, canvas)

def button:

self.current = self.App1 #don’t need if you use thing is self in app1

self.app1.run()

def timerFired():

self.current.SomeStep()

self.canvas.after(timerFired, self.current.delay)

def run():

similar to module 1 run function

self.current = self

module1

class App1:

def \_\_init\_\_(self.root = root):

self.mainmenu = main

def redrawAll():

self.canvas,

canvas.deleteALL()

def run()

self.root.bind”<key>”, self.keyPressed

lambdaevent: self.key(event)

def exit():

cleanup.

Self.mainmenu.run()