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from graphics import *

def convert(input):
    celsius = eval(input.getText())    # 输入转换
    fahrenheit = 9.0/5.0 * celsius + 32
    return fahrenheit

def colorChange(win,input):
    cnum = eval(input.getText())
    weight = cnum / 100.0
    newcolor =color_rgb(255*weight,66+150*(1-weight),255*(1-weight))
    win.setBackground(newcolor)

def main():
    win = GraphWin("Celsius Converter", 400, 300)
    win.setCoords(0.0, 0.0, 3.0, 4.0)
    # 绘制输入接口
    Text(Point(1,3),
        " Celsius Temperature:").draw(win)
    Text(Point(2,2.7),
        " (Please input 0.0-100.0 )").draw(win)
    Text(Point(1,1),
        "Fahrenheit Temperature:").draw(win)
    input = Entry(Point(2,3), 5)
    input.setText("0.0")
    input.draw(win)
    output = Text(Point(2,1),"")
    output.draw(win)
    button = Text(Point(1.5,2.0),"Convert It")
    button.draw(win)
    rect = Rectangle(Point(1,1.5), Point(2,2.5))
    rect.draw(win)
    # 等待鼠标点击
    win.getMouse()
    result = convert(input)    # 转换输入
    output.setText(result)    # 显示输出
    # 改变颜色
    colorChange(win,input)
    # 改变按钮字体
    button.setText("Quit")
    # 等待点击事件, 退出程序
    win.getMouse()
    win.close()

if __name__ == '__main__':
    main()

```