

Họ và tên: Ngô Long Vũ

Msv: 20210463

Câu 1:

```
from tkinter import *
window = Tk()
window.title("vu dz")
window.geometry("1280x720")

1 usage
def Call():
    name = entry.get()
    label_name2.config(text=f"hello {name}")

label_name = Label(window, text="Enter your name:")
label_name.place(x=10, y=30)

entry = Entry(window)
entry.place(x=100, y=30)

button = Button(text="Click here", command=Call)
button.place(x=200, y=100, width=100, height=115)

label_name2 = Label(window, text="")
label_name2.place(x=210, y=100, width=100, height=25)

window.mainloop()
```

Kết quả:



Câu 2:

```
from tkinter import*
import random
window = Tk()
window.geometry("1280x720")

1 usage
def random01():
    so = random.randint(a=1, b=6)
    label1.config(text=f"Rolle: {so}")

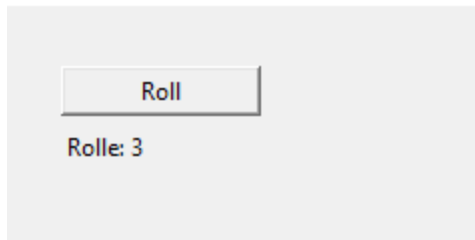
button_random = Button(window, text="Roll", command=random01)
button_random.place(x=30, y=30, width=100, height=25)

label1 = Label(window, text="")
label1.place(x=30, y=60)

window.mainloop()
```

Kết quả:

tk



Câu 3:

```
from tkinter import *
window = Tk()
window.geometry("1280x720")
total = 0

1 usage
def them_tong():
    number = int(entry_1.get())
    global total
    total += number
    entry_2.delete(first=0, END)
    entry_2.insert(index=0, str(total))

1 usage
def clear_all():
    global total
    total = 0
    label_2.config(text="Total: 0")
    entry_2.delete(first=0, END)

label_1 = Label(text="Enter a number: ")
label_1.place(x=10, y=30)
label_2 = Label(text="Answer: ")
label_2.place(x=10, y=60)

entry_1 = Entry(window)
entry_1.place(x=100, y=30)
entry_2 = Entry(window)
entry_2.place(x=100, y=60)
```

```
button_1 = Button(text="Add", command=them_tong)
button_1.place(x=300, y=30)
button_2 = Button(text="Clear", command=clear_all)
button_2.place(x=300, y=60)

window.mainloop()
```

Kết quả:

 tk

Enter a number:	<input type="text" value="23"/>	<input type="button" value="Add"/>
Answer:	<input type="text" value="35"/>	<input type="button" value="Clear"/>

Câu 4

```
from tkinter import *
window = Tk()
window.title("vudz")
window.geometry("1280x720")

1 usage
def add_name():
    name = entry.get()
    listbox.insert(END, *elements: name)
    entry.delete(first: 0, END)

1 usage
def clear_list():
    listbox.delete(first: 0, END)

entry_label = Label(text="Enter a name:")
entry_label.place(x=10, y=30)

entry = Entry(window)
entry.place(x=10, y=60)

button_1 = Button(text="Add", command=add_name)
button_1.place(x=300, y=30)

button_clear = Button(text="Clear", command=clear_list)
button_clear.place(x=300, y=60)

listbox = Listbox(window)
listbox.pack()

window.mainloop()
```

Kết quả:

Enter a name:

Add

Clear

ngo long vu  
ahihi

Câu 5:

```
from tkinter import *
1 usage
def convert_miles_to_km():
    miles = float(entry.get())
    km = miles * 1.6093
    result_label.config(text=f"{miles} miles = {km:.2f} km")

1 usage
def convert_km_to_miles():
    km = float(entry.get())
    miles = km * 0.6214
    result_label.config(text=f"{km} km = {miles:.2f} miles")

window = Tk()
window.title("yudz")
window.geometry("300x300")
entry_label = Label(window, text="Enter distance:")
entry_label.pack()

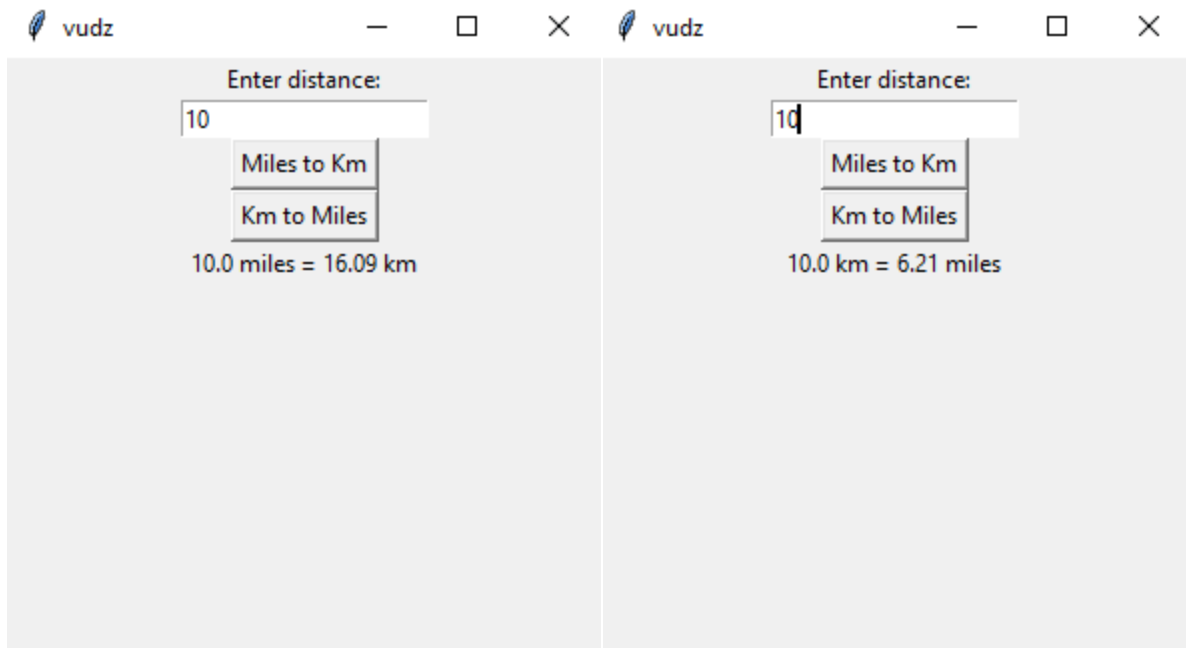
entry = Entry(window)
entry.pack()

miles_to_km_button = Button(window, text="Miles to Km", command=convert_miles_to_km)
miles_to_km_button.pack()

km_to_miles_button = Button(window, text="Km to Miles", command=convert_km_to_miles)
km_to_miles_button.pack()

result_label = Label(window, text="")
result_label.pack()
window.mainloop()
```

Kết quả:



Câu 6:

```
from tkinter import *

def check_integer():
    value = entry.get()
    if value.isdigit():
        listbox.insert(END, value)
        entry.delete(0, END)
    else:
        entry.delete(0, END)

def clear_list():
    listbox.delete(0, END)

root = Tk()
root.title("Integer Checker")

entry_label = Label(root, text="Enter a number:")
entry_label.pack()

entry = Entry(root)
entry.pack()

check_button = Button(root, text="Check", command=check_integer)
check_button.pack()

clear_button = Button(root, text="Clear List", command=clear_list)
clear_button.pack()

listbox = Listbox(root)
listbox.pack()

root.mainloop()
```

Kết quả:

Enter a number:

Check

Clear List

10