When the add button is pressed, the draw function is executed.

```
Button(buttons_frame, text = "Add",
          command=lambda : self.feedback("add")).pack(side=LEFT)
def feedback(self, choice):
        if choice == "add":
            self.draw()
```

The draw function draws 10 to 40 ovals at random.

```
for i in range(randint(10, 50)):
```

These ovals will be colored completely randomly in 5 percent of the cases, and randomly gray in 95 percent of the cases.

```
            if randint(1, 100) > 95:
                c = self.random_color()
                bbox = self.random_bounding_box(0.1)
                self.canvas.create_oval(bbox, fill=c, outline=c)
            else:
                c = self.random_gray()
                bbox = self.random_bounding_box(0.2)
                self.canvas.create_oval(bbox, fill=c, outline=c)
```

Their scale is different for each. Gray ovals are average twice as large as all-color ovals. These ovals will be placed completely randomly. (They are adjusted so that they will be inside of the canvas.)

```
    def random_bounding_box(self, scale):
        width, height = self.random_point()
        width *= scale
        height *= scale
        bbox_top_left = self.random_point()
        bbox_bottom_right = bbox_top_left[0] + width, bbox_top_left[1] + height
        return bbox_top_left+bbox_bottom_right
```