🎉 GUI Day with Tkinter!

- Let's build buttons, draw on canvas, and make fun apps 🎨 🖱️

🟢 Follow-Along: Make a Button

- 🪟 Create a Tkinter window
- ⚪ Add a label and a button
- 👆 When the button is clicked, update the label!
- 💡 Use: `label.config(text='...')`

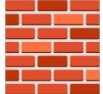# ✍️ Fill in the Code: Button Puzzle

- 🧠 Complete the scaffolded code
- ✅ Add missing parts like title, geometry, and button logic
- 💬 Make sure the button actually changes the label text!

🧩 Rearrange the Lines!

- 🔀 You'll get a scrambled version of the button app
- 🛠️ Put the code lines in the correct order
- 🤓 Pay attention to the order of function, label, button, and mainloop

🎨 Follow-Along: Canvas Drawing

- 🧱 Use `Canvas()` to draw shapes
- ➕ Draw a line and a rectangle
- 🎯 Set width, height, and background color
- 🖍️ Explore `.create_line()`, `.create_rectangle()`

🧠 Fill-in: Canvas Drawing

- ✏️ Add code to set up the canvas
- 📏 Fill in coordinates and colors
- 🎯 Make your own version of the drawing!

🧩 Rearrange the Canvas App!

- 🔀 Scrambled code to draw with canvas
- 🛠️ Reorder to fix the logic
- 💡 Be sure to include: window, canvas, shapes, mainloop

🚀 Choose Your Mini Project!

- 🎭 Mood Selector App (input + label)
- 😄 Draw a face with canvas shapes
- 🧠 Quiz App or MadLibs
- 🎯 Your choice — be creative!

🏆 Ready for a Challenge?

- 🎨 Canvas Rainbow (loops + arcs)
- 😎 Emoji Mood App (dictionary + input)
- 🧼 Add a clear/reset button
- 🌈 Add style: fonts, colors, sizes