Event-driven drawing

Refresh rate is around 60 frames/sec

Computer operating system requests that each application draw itself

Each application has registered a special event handler called the "draw handler"
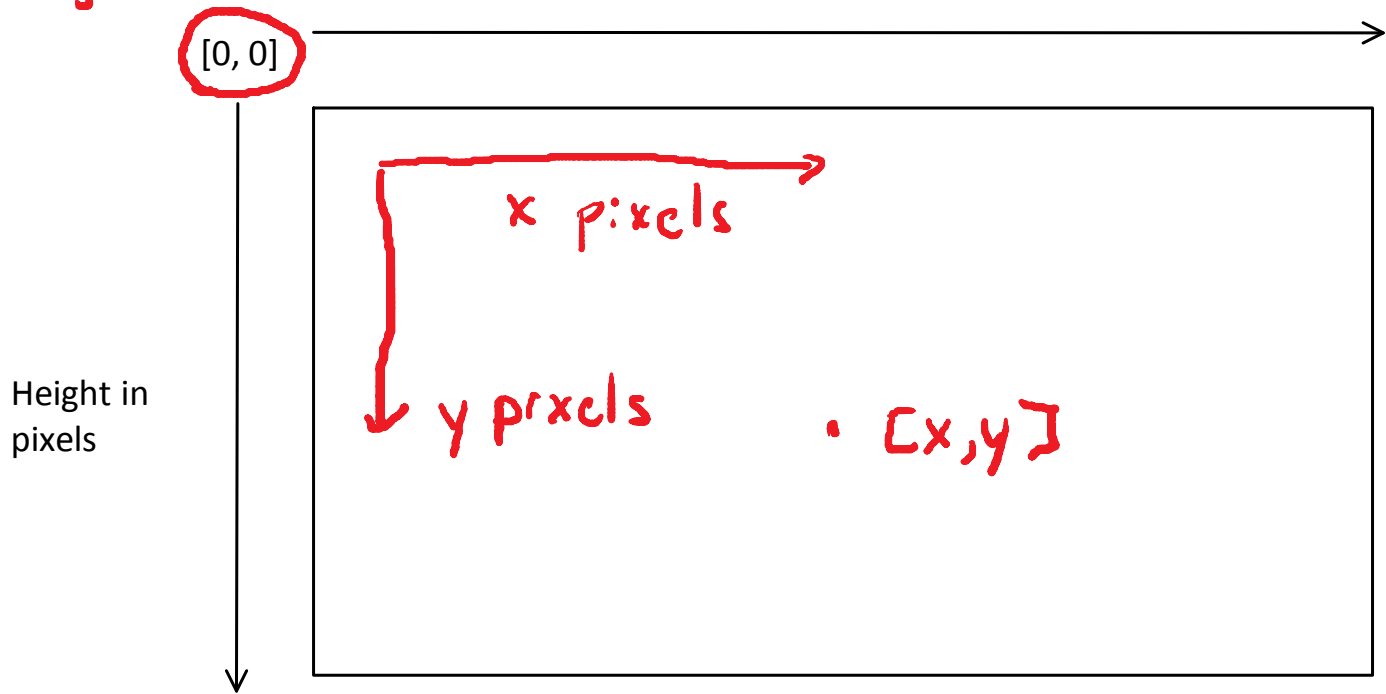
In SimpleGUI, create and register a draw handler that draws on the canvas

Use collection of draw operations defined in SimpleGUI

Canvas coordinates

simplegui.create_frame("Title", width, height)

origin

[0, 0]

Width in pixels

Height in pixels

x pixels

y pixels

• [x,y]

First coordinate is horizontal position, second coordinate is vertical position