Graphics Programing Introduction with Python

Examine many working examples of Python’s **tkinter** graphics module widgets including, **Frame**, **Label**, **Button**, **Entry**, **Text**, **Menu** and **Canvas**. Take short looks at Canvas drawing items, including **line**, **oval**, and **rectangle**. We will investigate a simple working text database program, comparing a Graphical User Interface (GUI) version versus the terminal-based version. Program files are provided which YOU and I will run to demonstrate these plus other graphics features. Some limited python programming experience is expected.

  

 