**Using the graphics.py Module to Create Simple Graphics**

1. Create a new folder and inside it, save the Python file called “myGraph.py” downloaded from the tutorial folder.
2. Download the “graphics.py” module from the tutorial folder on blackboard and place in the same folder as your myGraphics.py file
3. Edit myGraph.py by adding the following code...

my\_heading = Text(Point(100, 30), 'Here is My Heading') #Define some text.

my\_heading.draw(win) #Render text to our window.

aCircle = Circle(Point(150,300), 100) #Define circle: centre at 150px 300px radius is 100px.

aCircle.draw(win) #Render the circle to to the window

1. Run “myGraph.py” and check the window pops up
2. Add Some styles to our My\_heading text object

#style the heading

my\_heading.setTextColor("grey")

my\_heading.setSize(24)

my\_heading.setStyle("bold")

my\_heading.setFace("helvetica")

1. Let's add a subheading, draw a *second* circle and add some styles to both

my\_sub\_heading = Text(Point(140, 60), 'Here is My Subheading') #Define the text

#style the subheading

my\_sub\_heading.setTextColor("grey")

my\_sub\_heading.setSize(20)

my\_sub\_heading.setStyle("bold")

my\_sub\_heading.setFace("helvetica")

my\_sub\_heading.draw(win) #Render text to the window

b\_Circle = Circle(Point(400,300), 120) #define a second circle

b\_Circle.setFill("Lime")

b\_Circle.setWidth(0)

b\_Circle.draw(win) #Render the circle to to the window

**Additional Tasks**

* Try changing the values for radius and color (look up “X11 colour values” online to see all the usable colours) and seeing how we affect the look of our graphic objects
* Can we set a string variable for the text content?
* Can we make the Circle radius a variable value?
* Look at the graphics.py documentation and try some other graphic objects

Try to adding a third circle and more text styles to the achieve the window below

