

Simple Graphics

graphics.py

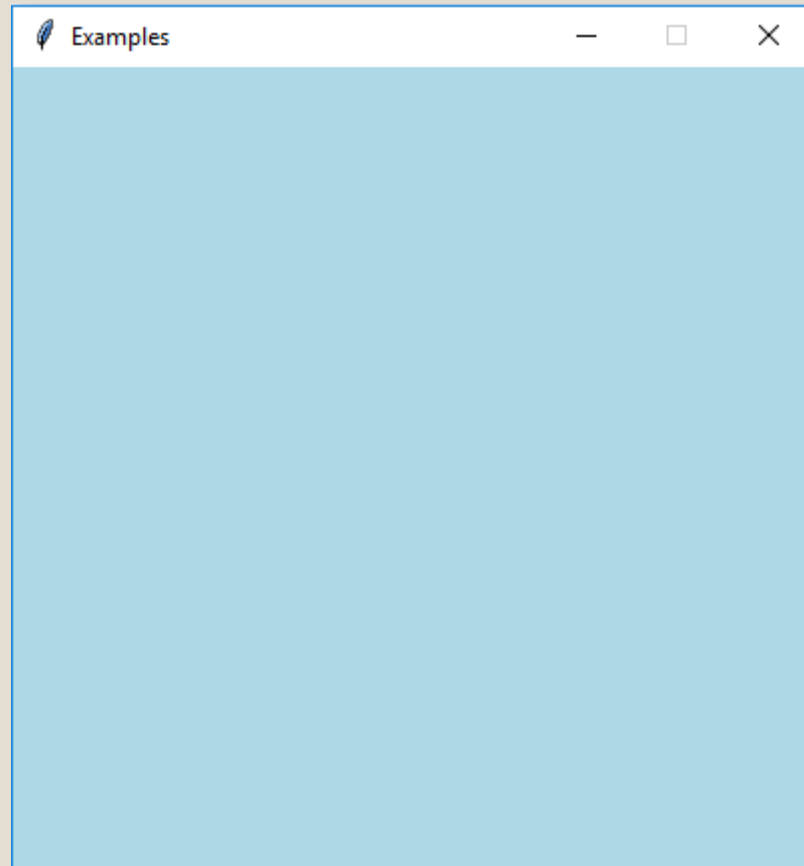
- Contains function that create simple graphics
- Download graphics.py from Moodle
- To use these functions, put the graphics.py file in the same folder as your own Python file.
- Must import graphics functions. To do this, place the following at the top of the code:

```
from graphics import *
```

Creating a Window Example

```
from graphics import *      # import graphics functions  
  
# create a program window  
programWindow = createWindow("Examples", 400, 400, 'light blue')
```

Output:



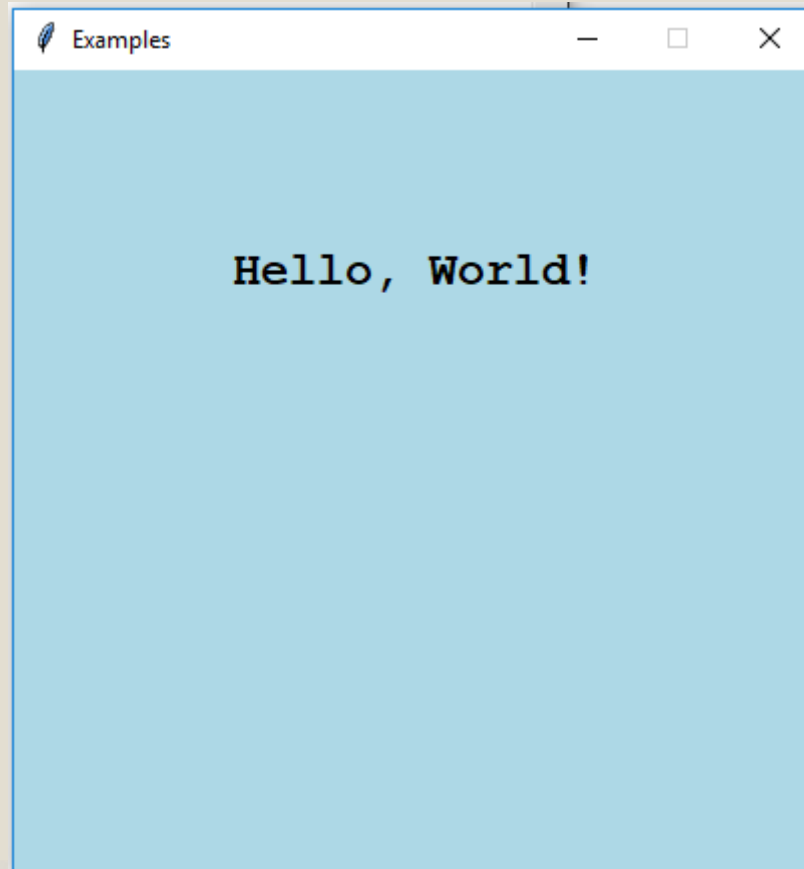
Creating a Text Example

```
from graphics import *    # import graphics functions

# create a program window
programWindow = createWindow("Examples", 400, 400, 'light blue')

# create text
createText(programWindow, 200, 300, "Hello, World!", 18, 'bold')
```

Output:



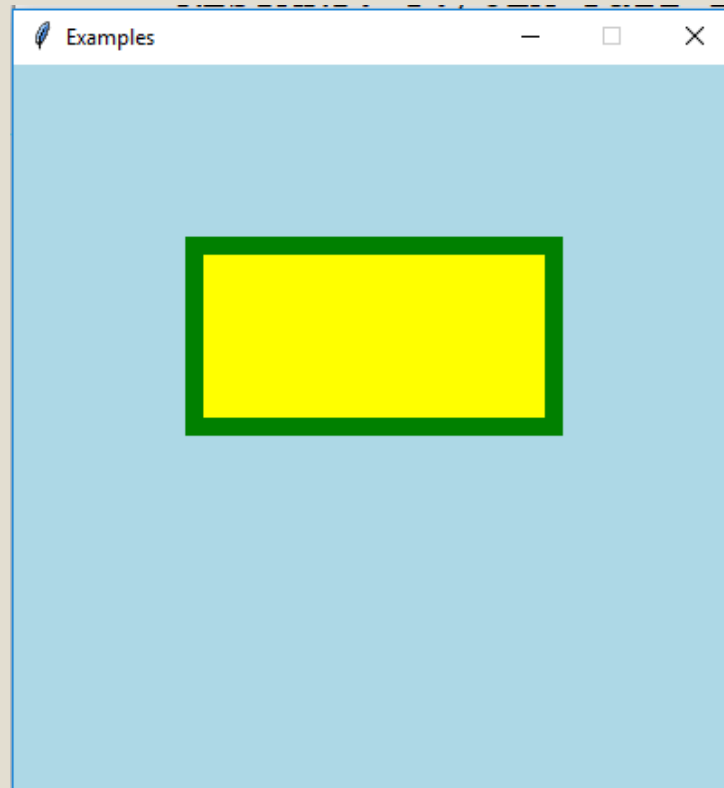
Creating a Rectangle Example

```
from graphics import *    # import graphics functions

# create a program window
programWindow = createWindow("Examples", 400, 400, 'light blue')

# create a rectangle
createRectangle(programWindow, 100, 200, 300, 300,
                'yellow', 10, 'green')
```

Output:



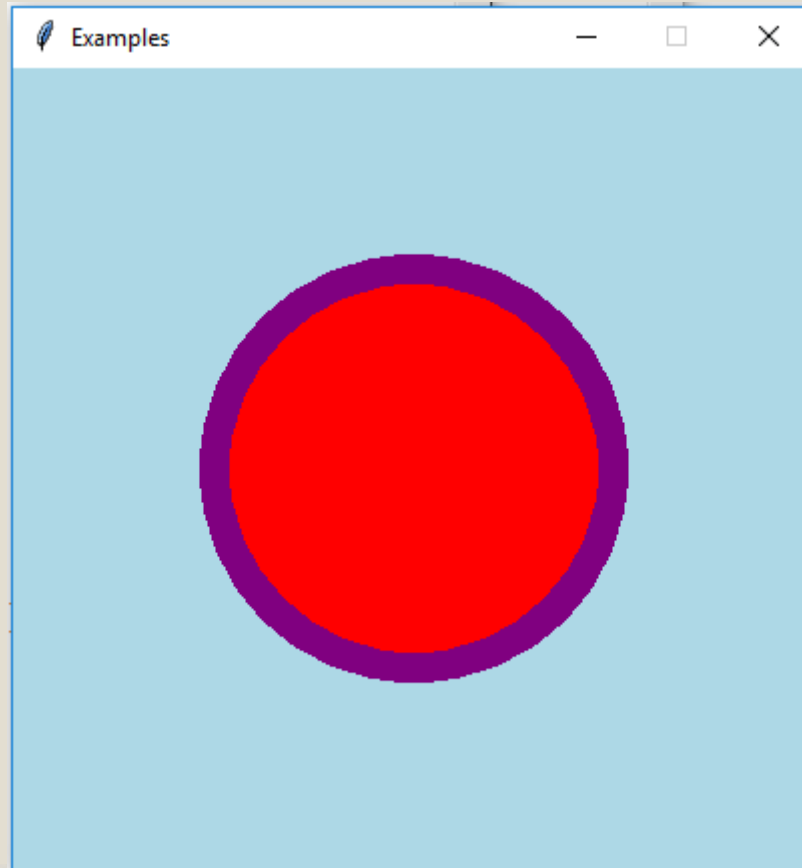
Creating a Circle Example

```
from graphics import * # import graphics functions

# create a program window
programWindow = createWindow("Examples", 400, 400, 'light blue')

# create a circle
createCircle(programWindow, 200, 200, 100, 'red', 15, 'purple')
```

Output:



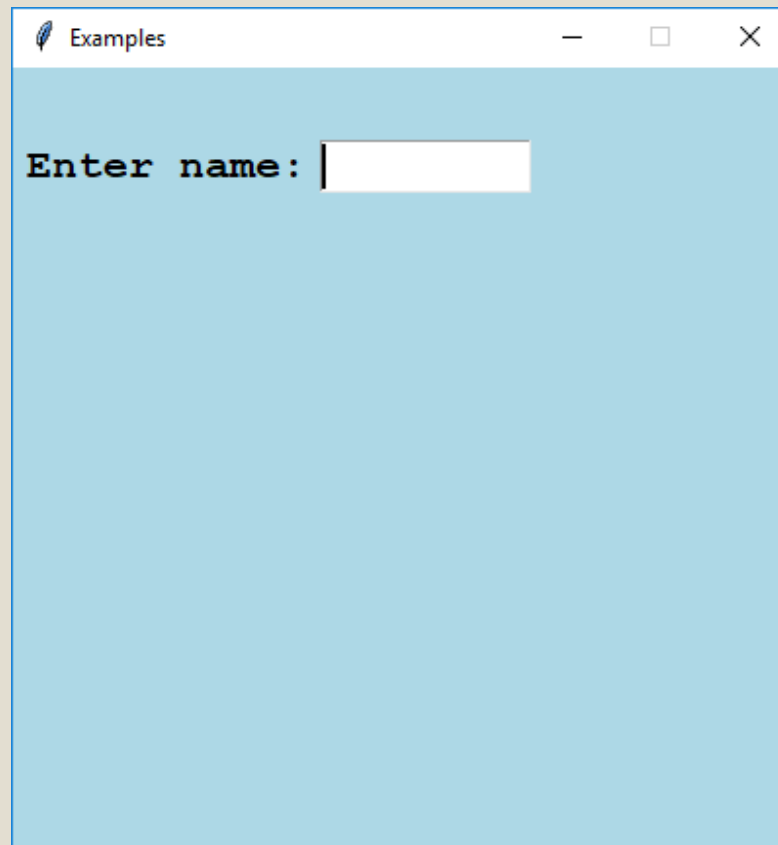
Creating a Input Box Example

```
from graphics import *    # import graphics functions

# create a program window
programWindow = createWindow("Examples", 400, 400, 'light blue')

# creating an input box
name = createInputBox(programWindow, "Enter name: ", 350,
                       'white', 16, 'bold')
```

Output:



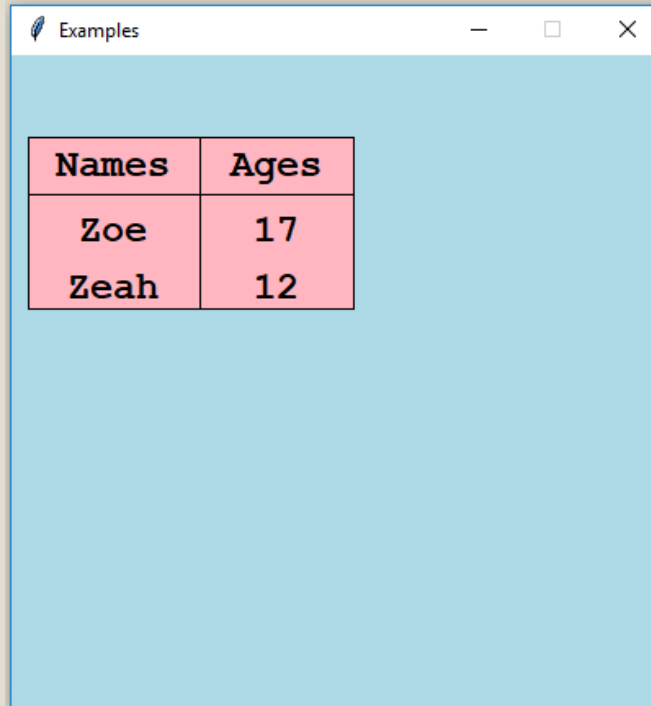
Creating a Table Example

```
from graphics import *    # import graphics functions

# create a program window
programWindow = createWindow("Examples", 400, 400, 'light blue')

# create a table
createTable(programWindow, 'light pink', 2, 350, 18, 'bold',
            ("Names", "Zoe", "Zeah"),
            ("Ages", 17, 12) )
```

Output:



Names	Ages
Zoe	17
Zeah	12

Closing the File only After a Key is Pressed

```
# close program when Escape key pressed
key = programWindow.getKey()

if key == "Escape":
    programWindow.close()
```

- Place at end of code.
- Causes window to remain open until user presses the specified key.



END