1.

from tkinter import \*

tk = Tk()

canvas = Canvas(tk, width=400, height=250)

canvas.pack()

for i in range(0,20,1):

canvas.create\_polygon(10+5\*i,10+5\*i, 390-5\*i,10+5\*i, 390-5\*i,240-5\*i, 10+5\*i,240-5\*i, fill='', outline='blue')

2.

from tkinter import \*

tk = Tk()

canvas = Canvas(tk, width=420, height=420)

canvas.pack()

for i in range(0,20,1):

for j in range(0,20,1):

canvas.create\_polygon(10+20\*i,10+20\*j, 30+20\*i,10+20\*j, 30+20\*i,30+20\*j, 10+20\*i,30+20\*j, width=3, fill='', outline='blue')

3.

from tkinter import \*

import time

tk = Tk()

canvas = Canvas(tk, width=640, height=200)

canvas.pack()

canvas.create\_text(40,95, text='東海大學', fill='red', font=('新華康綜藝體 Std W7',12))

for x in range(0,110):

canvas.move(1, 5, 0)

tk.update()

time.sleep(0.05)

4.弄不太出來

from tkinter import \*

import time

def move(event):

if event.keysym == "Up":

canvas.move(1,0,-5)

elif event.keysym == "Down":

canvas.move(1,0,5)

elif event.keysym == "Left":

canvas.move(1,-5,0)

elif event.keysym == "Right":

canvas.move(1,5,0)

tk = Tk()

canvas = Canvas(tk, width=640, height=480)

canvas.pack()

canvas.create\_oval(10,10,11,11,fill='red')

canvas.bind\_all('KeyPress-Up',move)

canvas.bind\_all('KeyPress-Down',move)

canvas.bind\_all('KeyPress-Left',move)

canvas.bind\_all('KeyPress-Right',move)

tk.mainloop()

5.弄不太出來

from tkinter import \*

from random import \*

import time

tk = Tk()

canvas = Canvas(tk, width=500, height=350)

canvas.pack()

id1 = canvas.create\_oval(10,50,60,100,fill='yellow')

id2 = canvas.create\_oval(10,150,60,200,fill='aqua')

canvas.create\_text(20,40,text='ball 1')

canvas.create\_text(20,140,text='ball 2')

canvas.create\_text(40,340,text='哪一個球獲勝:')

e1 = Entry(canvas)

canvas.create\_window(115,340,width=70,window = e1)

ballPos1 = canvas.coords(id1)

ballPos2 = canvas.coords(id2)

for x in range(0, 130):

if randint(1,100) > 40:

canvas.move(id2, 5, 0)

if randint(1,100) > 40:

canvas.move(id1, 5, 0)

tk.update()

time.sleep(0.05)