

Introduction.

1. Network credentials: `Laboratorium-IoT / IoT@laboratorium`
2. Github repository - https://github.com/tocet/prog_devices

Task 1. Basic application - *ex02_t01_layout_pack.py*.

```
import tkinter as tk

#window
wnd = tk.Tk()
wnd.title("Tkinter demo")

#run
wnd.mainloop()
```

Task 2. Image - *ex02_t02_layout_pack.py*.

```
import tkinter as tk
from tkinter.ttk import *
from tkinter.messagebox import *

def convert():
    temp_K = temp_C.get() + 273.15
    print(temp_K)
    print(type(temp_K))
    showinfo(title="Temperature in K",message=str(temp_K))

#window
wnd = tk.Tk()
wnd.title("Temperature converter")
wnd.geometry('400x100')

#app window - label
lab_title = Label(wnd,
                  text="Celsius to Kelvin converter",
                  font=('Helvetica',14))
lab_title.pack()

#app window - input field
```

```
frame_input = Frame(wnd)
temp_C = tk.DoubleVar()
entry = Entry(frame_input, textvariable=temp_C)
btn_convert = Button(frame_input,
                     text='Convert',
                     command=convert)

entry.pack(side='left', padx=15)
btn_convert.pack(side='left')
frame_input.pack(pady=15)

#run window
wnd.mainloop()
```

Task 3. Layout *pack* example.

Download and run *ex02_t03_layout_pack.py*

Task 4. Message boxes example.

Download and run *ex02_t04_msgbox.py*

Task 5. Improve the snake game.

Download *snake_en.py*. Improve the game:

- (0.1) Add a Game Over window with an image. It should allow the user to start the game once again.
- (0.1) Add life counter.
- (0.1) Add eaten apple counter.
- (0.1) Detect collision with walls.
- (0.1) Make the walls visible to the user.
- (0.4) Implement a two-player mode.

Presenting this solution is worth 1 point to the final course score.

For those interested:

1. Tkinter tutorial:

www.pythontutorial.net/tkinter/

2. Tk docs:

tkdocs.com/tutorial/index.html