tkinter Graphics

Classes:

1. TK( )
   1. update() – used to refresh canvas
   2. time.sleep(some\_number)
2. Button (tk, text = “some text”, command = some\_method)
   1. pack()
3. Canvas (tk, width =500, height =500, fill = some\_color)
   1. pack()
   2. create\_line(x1,y1,x2,y2)
   3. create\_rectangle (x1,y1,x2,y2)
   4. create\_arc((x1,y1,x2,y2, extent = degrees, style=ARC)
      1. can be used to draw arcs, ovals, or circles
   5. create\_polygon((x1,y1,x2,y2,x3,y3,…)
   6. you can add fill and outline to any of above methods
   7. create\_text((x1,y1, text =”some text”, font=("font”,size))
   8. PhotoImage (file =”file\_name.gif”)
   9. create\_image (x,y, image=some\_image)
      1. before creating the image assign the file name to an image: image = PhotoImage(file=”file\_name.gif’)
      2. only gifs work with tkinter
   10. move(item\_id, x\_direction, y\_direction)