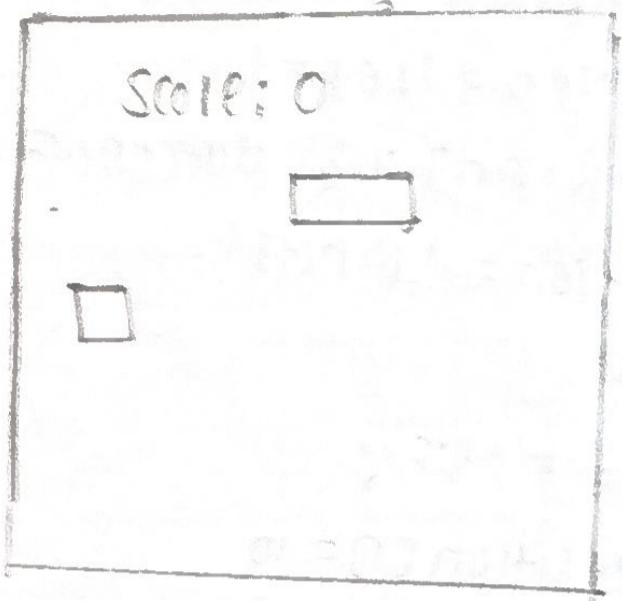


Scene



fruit - drawn = true

game - window = display (black)

for point snake_body:

 pygame.draw.rect (game_window, green,

 pygame.Rect (n0j[0], n0j[1], (0r(0]))

pygame.draw.rect (game_window, white, pygame.Rect (0,

 fruit - position [0], fruit - position [1] 10(10))

snake - position [i] < 0 or snake - position

 window - x - 10 :

 game_over()

if snake - position [i] < 0 or snake - position

 [i] == block [i]:

 game_over()

 show_score ('white', times new roman, 20)

Refresh game screen.

pygame.display.update()

frame per second.

S. tick (snake - speed.)

Result:

Thus, the python program u simulate
gaming concern using and successfully
executed.

Output

f

Hello, world!

Chose font

Use Tkinter module for UI design

TASK 1.

DATE: 22-10-25

Aim: To use Tkinter module for UI design.

(1) Write a Python GUI program to create a label and change its label. font style. using Tkinter module

Algorithm:

1. import tkinter module

2. Create a main window

3. Create a label with desired text

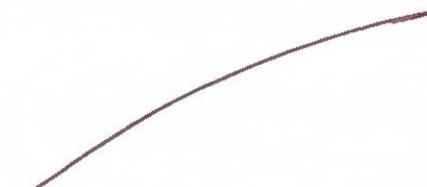
4. Create a button to call function when clicked

5. Add button to main window. using pack() method

6. Start main loop

Program:

```
import tkinter as tk
def change_font():
    label.config(font=("Arial", 11, "bold"))
root = tk.Tk()
label = tk.Label(root, text="Hello, World!", font=("Helvetica", 14))
label.pack()
button = tk.Button(root, text="Change Font",
                   command=change_font)
button.pack()
root.mainloop()
```



11.2 Write a python program to create three single lines text box to accept a value from the user using tkinter module

Algorithm:

1. import the tkinter module
2. Create main window
3. Add (label) text boxes to main window
4. Set size of the text-boxes
5. Get values entered in text-box when button is clicked
6. Close the main window when the button is clicked

Program:

```
import tkinter as tk
root=tk.Tk()
root.title("Text - Box Input")
label1=tk.Label(root, text="Enter Value:")
entry1=tk.Entry(root)
label2=tk.Label(root, text="Enter Value:")
entry2=tk.Entry(root)
label3=tk.Label(root, text="Enter Value:")
entry3=tk.Entry(root)
entry1.config(width=30)
entry2.config(width=30)
entry3.config(width=30)
```

submit

enter value 1:

enter value 2:

enter value 3:

submit

```

def get_value():
    val1 = entry1.get()
    val2 = entry1.get()
    val3 = entry3.get()
    print("value1:", val1)
    print("value2:", val2)
    print("value3:", val3).

```

submit_button = tk.Button(root, text="Submit", command
 = get_value)

```

label1.pack()
entry1.pack()
label2.pack()
entry2.pack()
label3.pack()
entry3.pack()
submit_button.pack()
root.mainloop()

```

VEL TECH - CSE	
EX NO.	11
PERFORMANCE (5)	5
RESULT AND ANALYSIS (3)	3
VIVA VOCE (3)	3
RECORD (4)	4
TOTAL (15)	15
SIGN WITH DATE	

Result:

~~Thus the program using tkinter module for UI design was executed and verified successfully~~