SCRIPT

```
fruit_spawn = True
game_window = pile(black)
for pain snake.body:
    pygame.draw.rect(game_window, green,
        pygame.Rect(pos[0], pos[1], (or[0]))
pygame.draw.rect(game_window, white, pygame.Rect(
    fruit_position[0], fruit_position[1], 10,10))
if snake_position[0] == or snake[0]
    window_x-10:
    game_over()
if snake_position[0] == or snake_Position
    [1] == block[1]:
        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 to simulate gaming concept using and successfully executed.

output

Hello, world!

Change font

Use Tkinter module for GUI design

TASK 11. Date: 22-10-25

Aim: To use Tkinter module for GUI design

11.1 Write a python GUI program to create a label and change the 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 labels text boxes to main window
4. Set size of the text-boxes
5. Get values entered in text-boxes when button is clicked
7. 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 value1:")
entry1 = tk.Entry(root)
label2 = tk.Label(root, text="Enter value2:")
entry2 = tk.Entry(root)
label3 = tk.Label(root, text="Enter value3:")
entry3 = tk.Entry(root)
entry1.config(width=30)
entry2.config(width=30)
entry3.config(width=30)
```

Output

Enter value 1:

Enter value 2:

Enter value 3:

Submit

```
def get-values():
    val1 = entry1.get()
    val2 = entry1.get()
    val3 = entry3.get()
    print("value1:", val1)
    print("value2:", val2)
    print("values:", val3).
submit-button = tk.button (root,text = 'submit', command
                           = get-values
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
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Result:

Thus the program using Tkinter module for GUI design was executed and verified successfully