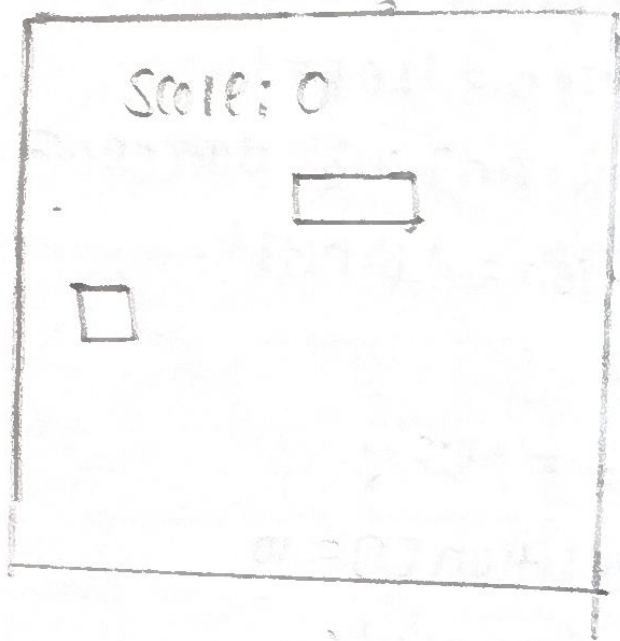


Scale



fruit - snake = True

game - window = dle (black)

for point snake body:

pygame.draw.rect (game-window, green,

pygame.rect (pos[0], pos[1], (10,10))

pygame.draw.rect (game-window, white - pygame.Rect)

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

if snake - position[0] < 0 or snake - [1]

window - x - 10:

game-over()

if snake - position[0] < 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.

if S. from (snake - speed)

Result:

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

output



Hello, world!

by Chagefont

Use Tkinter module for UI design

TASK 11

DATE: 22-10-25

Aim: To use Tkinter module for UI 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", 12))
label.pack()
button = tk.Button(root, text="Change Font",
command=change_font)
button.pack()
root.mainloop()
```


1.2 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)
```

Submit

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

Result:

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