

## LAB 3 – Tkinter Practice

1. Create a Tkinter window with a label displaying the text “Hello, World!”.

- Tk()
- title()
- Label()
- pack()
- mainloop()

2. Create a Tkinter window with a button. When the button is clicked, change the text of the button to “Clicked!”.

- Button()
- command=
- config()
- pack()

3. Create a Tkinter program that displays a Listbox containing five items: Apple, Banana, Orange, Grape, Watermelon.

- Listbox()
- insert()
- pack()
- END

4. Improve Q3 by adding an Entry widget and a button. When the user enters text and clicks the button, the entered text should be added to the END of the Listbox.

- Entry()
- get()
- delete()
- Button()
- insert()
- pack()
- END