

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`