

Random Objects – Program of the day

The following program outputs 100 rectangles with random locations, sizes, and colours. Modify this program to include ovals, lines and polygons all with random attributes.

```
from tkinter import *
import random
import time
root=Tk()
root.title("Canvas Objects")
root.geometry("1200x720+1+1")

c=Canvas(root,width=1200,height=680,bg="black")
c.place(x=10,y=10)

for i in range (1,10000):

#creating rectangle on canvas

    r = random.randint(0, 255)
    g = random.randint(0, 255)
    b = random.randint(0, 255)
    randcolour = random.randint(100000, 999999)
    x0 = random.randint(1,1200)
    y0 = random.randint(1,680)
    x1 = random.randint(1,1200)
    y1 = random.randint(1,680)

    c.create_rectangle(x0,y0,x1,y1,fill="#" +str(randcolour))
    time.sleep(.02)
    root.update()
...
# Create green line
c.create_line(100,200,200,35, fill="green", width=5)

# Create circle
c.create_oval(60,260,210,210,fill="red")

#Load an image
img = PhotoImage(file='puppy.png')

#Add image to the Canvas
c.create_image(300,300,image=img)

#Add text to canvas
c.create_text(340, 50, text="HELLO WORLD", fill="Green",
font=('Helvetica 15 bold'))
```

```
# Polygon
c.create_polygon(
    (350, 225), (350, 300), (375, 275), (400, 300),
    (425, 275), (450, 300), (450, 225),
    fill='purple'
)

# arc

c.create_arc(300,300,400,350,start=180,extent=180,fill="red",outline='
red',width=6,style=ARC)
'''

root.mainloop()
```