

Linear Moving Objects

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#Program of the day
from tkinter import *
import time
# main
root=Tk()
root.title("Moving Objects")
root.geometry("800x720+0+0")

c=Canvas(root,width=700,height=700,bg="black")
c.place(x=10,y=10)

# intial location for cat on canvas
x=200
y=200

catpic = PhotoImage(file='grumpycatsmall.png')
moving = True

# Create image

cat = c.create_image(x,y,image=catpic)
while moving:

    x+=1 # move object to right

    # check for right boundary wrap
    if x>700:
        x=-50

    c.moveto(cat,x,y) # move point to new location
    time.sleep(.01) # delay

    root.update() # redraw canvas

root.mainloop()
```

Create 7 other objects moving in all directions (up, down, left right, and diagonals). Move the objects at different speeds. Also place a background image on the canvas.