

## GUI Assignment # 8

The code below illustrates the use of mouse events on a canvas.

Create an application that can have the user choose from 5 geometric objects, 5 colours and 5 sizes of object. Also create a clear canvas option and 2 improvements to this application.

```
from tkinter import *
from tkinter import messagebox

# Functions

def blue ():
    global colour
    colour = "blue"

def red ():
    global colour
    colour = "red"

def draw(event):
    c.create_rectangle(event.x, event.y, event.x + 10,
event.y + 10, fill=colour)
    root.update()

def drag(event):
    c.create_rectangle(event.x, event.y, event.x + 10,
event.y + 10, fill=colour)

def rightclick(event):
    messagebox.showinfo("Hey!", "Don't click me!")

#def motion(event):
#    x= event.x,
#    y= event.y
#    c.moveto(puppy,x,y)

#-----
#-----Main-----
```

```
root=Tk()
root.title("Mouse Events")
root.geometry("500x500+10+10")

c=Canvas(root,width=400,height=400,bg="black")
c.place(x=10,y=10)

c.bind("<Button-1>",draw) # left click
c.bind("<Button-3>",rightclick) # right click
c.bind("<B1-Motion>", drag) # left click and drag

colour="blue"

#c.bind('<Motion>', motion)
#c.config(cursor='none')

#img = PhotoImage(file="puppy.png")
#puppy= c.create_image(0,0,image=img)

# create Blue button
button1=Button(root,
                text="Blue",
                fg='blue',
                font=("Helvetica", 16),
                command = blue)
button1.place(x=20, y=200)

# create Red button
button2=Button(root,
                text="Red",
                fg='red',
                font=("Helvetica", 16),
                command = red)
button2.place(x=20, y=260)

root.mainloop()
```