Lab 6

25 Oct 2019

As I've said before this term, one of the things I want you to accomplish is to make you prepared to pick up new languages and technologies on your own. One important aspect of that is using tutorials to teach you. Our next topic in this course is building GUIs in Python, using Python's "Tkinter" library.

Look around online for a Python Tkinter tutorial.

It may not always be this easy, but in this case there will be several that come up, that are both on-topic and pretty reliable (and well-written)— though do be careful when looking for Python tutorials that what you're looking at is for Python 3, not Python 2. Pick one of the hits that looks promising and up-to-date.

Do it!

As you do so, remember that your end goal here is not to produce this particular toy project, but to *learn how* to produce this *kind* of project; so pay attention to what you're doing rather than clicking and typing blindly, and be willing to explore a bit beyond the edges of the tutorial.

By the end of *today*, you should have a simple GUI app that responds to a button click, but your version should meaningfully diverge from the basic version they show you how to do in at least two ways. How is up to you!

By Friday:

- The window button should do something noticeable when clicked

- The window should contain either text or graphical content that's different from whatever's in the tutorial you found

- The program should visibly react to at least one kind of keypress that does something different than the clicked button (and also not the same as your tutorial).

- Something in the text or graphics should accumulate value from the clicking or keyboarding. (e.g. counting up, rotating through different colours, "inflating" in size)

- Something should visibly change about your program as time passes.

Handin as `lab6`, by Friday at 4pm.