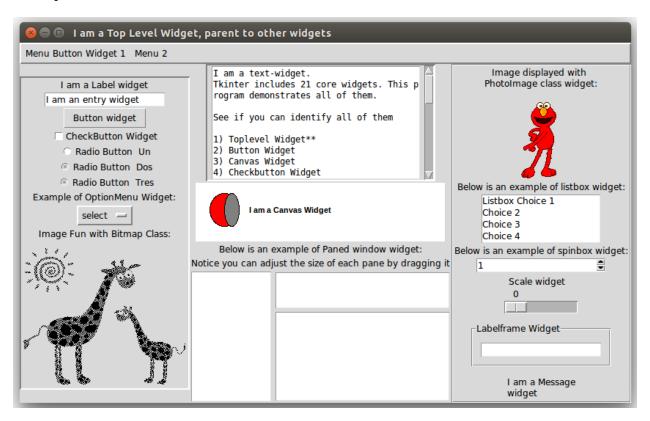
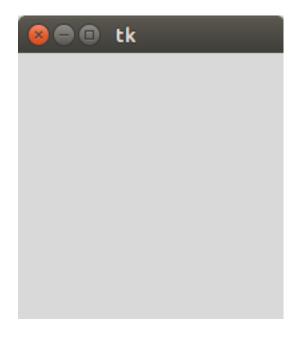
Chapter 1: Meet Tkinter

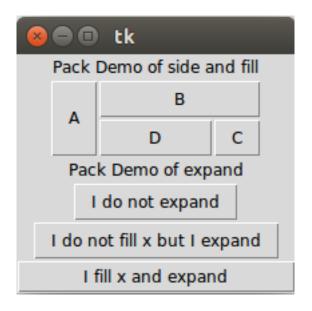


Three Components of GUI Programming







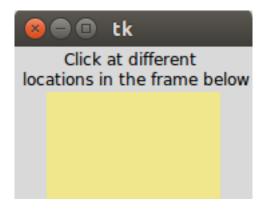


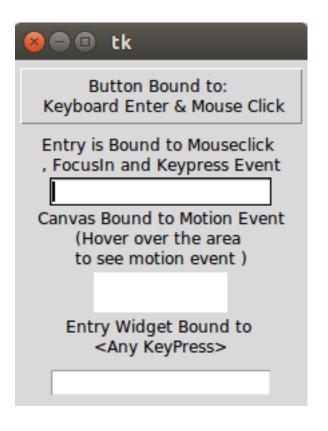




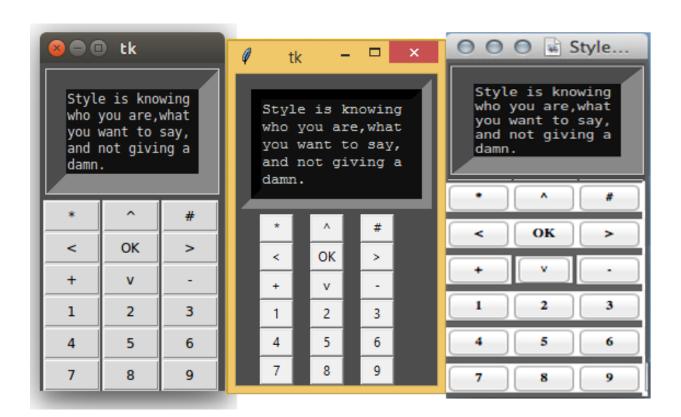




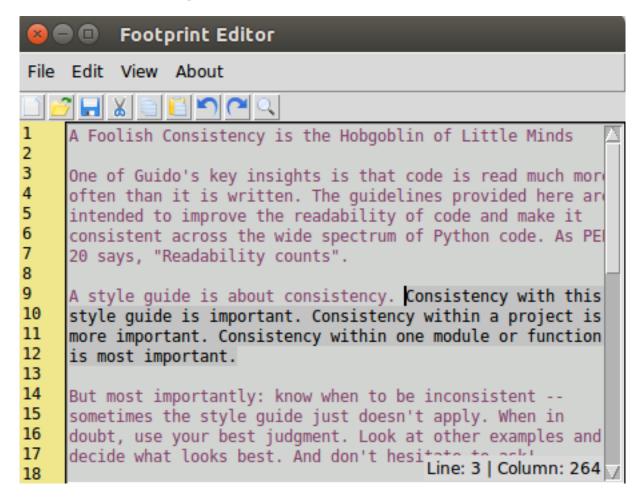


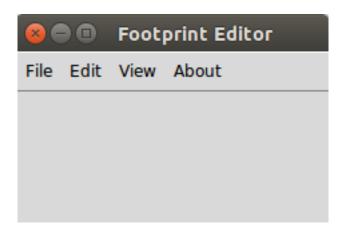


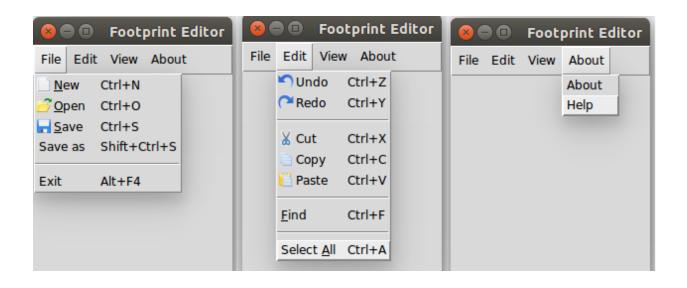


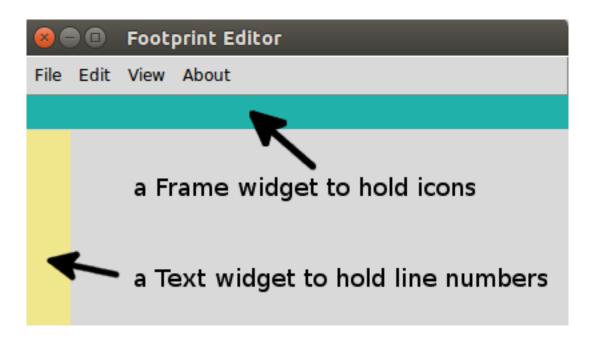


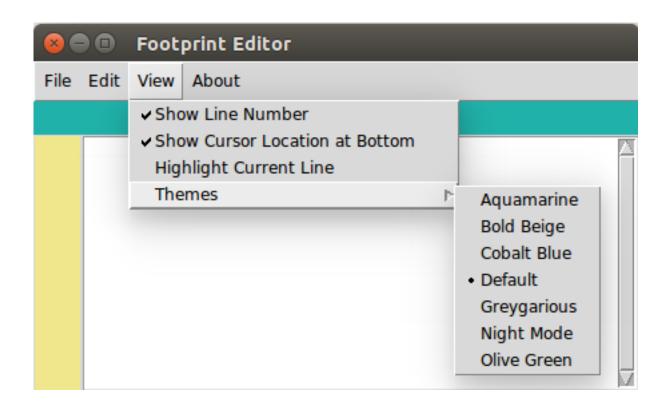
Chapter 2: Making a Text Editor

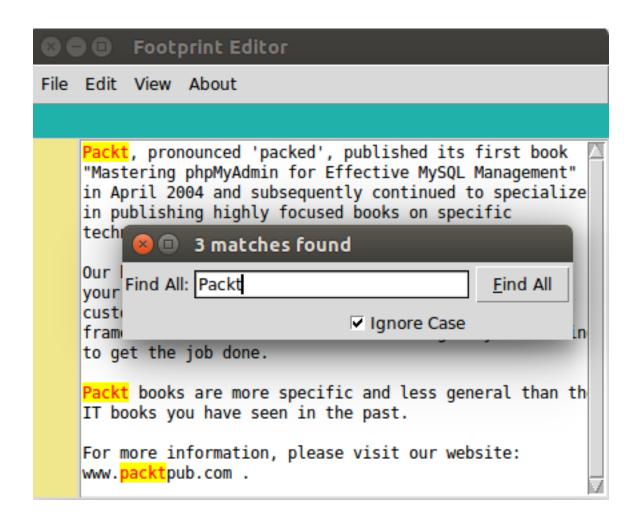


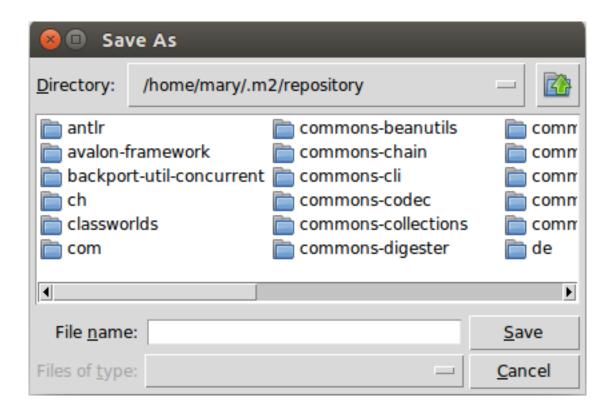




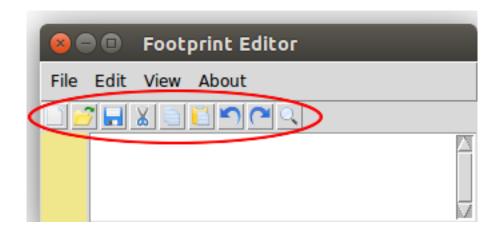




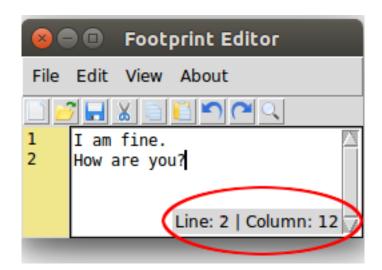


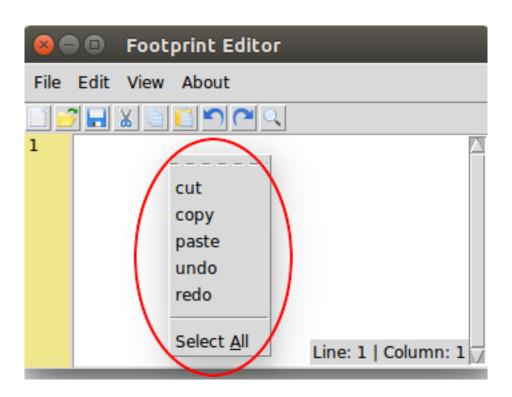




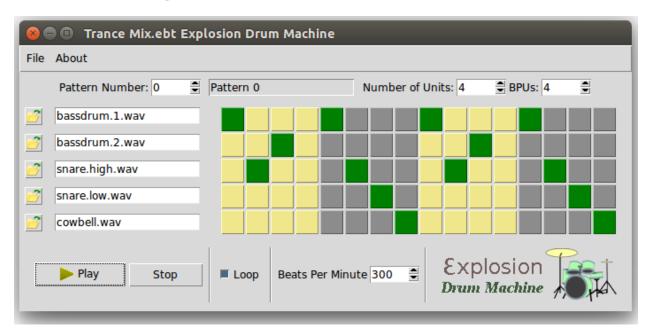




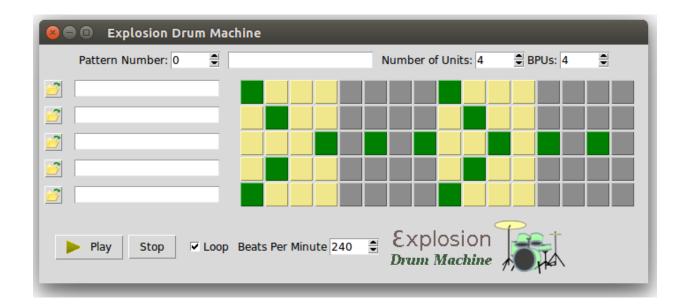


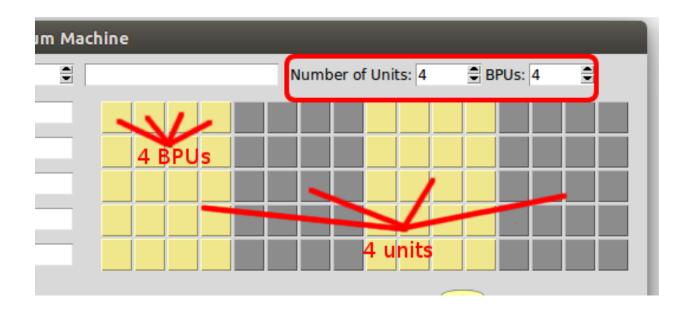


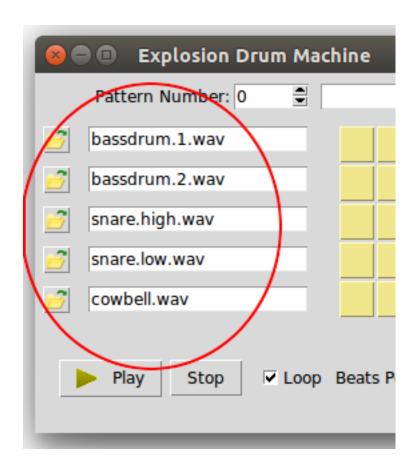
Chapter 3: Programmable Drum Machine



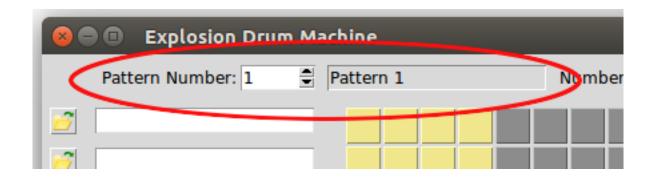


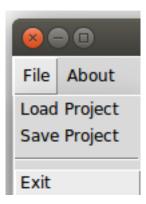


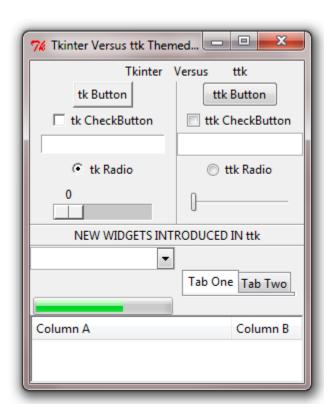








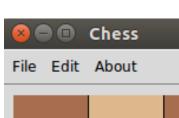


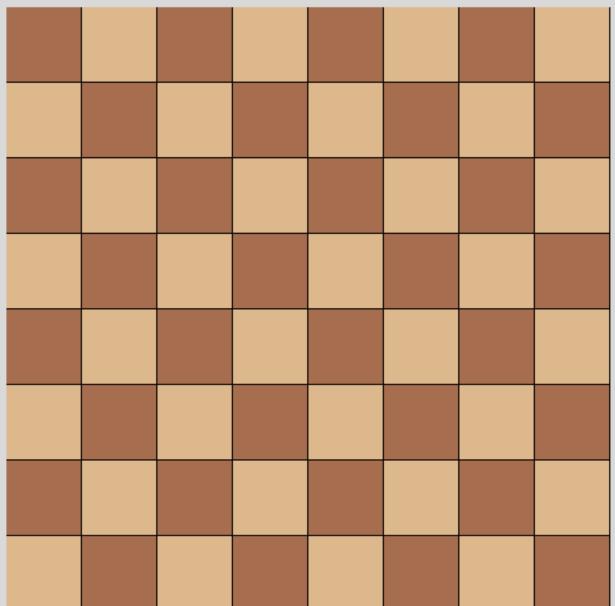




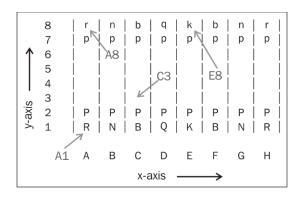
Chapter 4: A Game of Chess





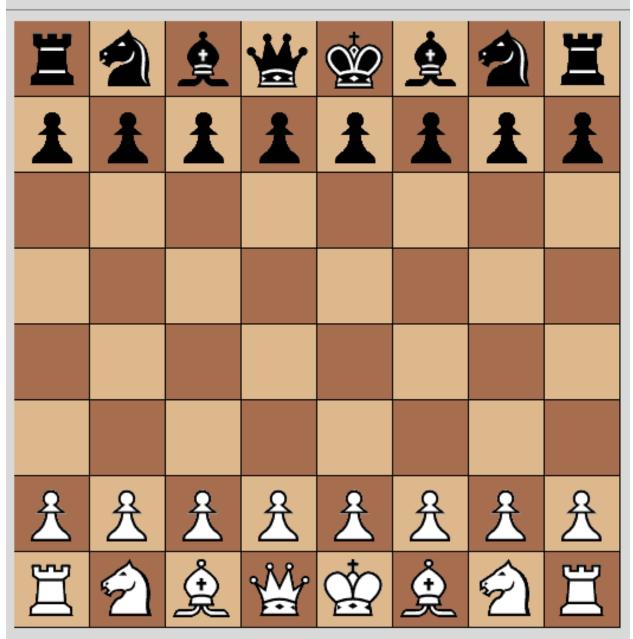


White to Start the Game





File Edit About



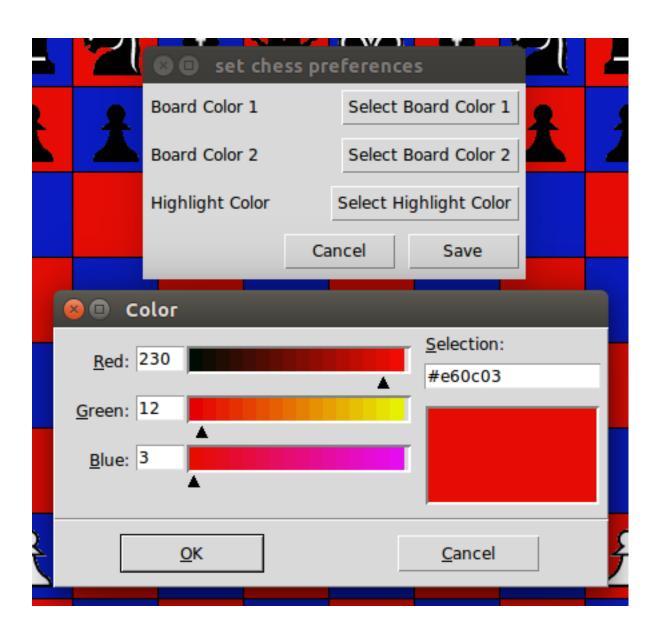
White to Start the Game

	x, y+1	
x-1, y	x,y	x+1, y
	x, y-1	

Orthogonal Movements

x-1, y+1		x+1, y+1
	x,y	
x-1, y-1		x+1, y-1

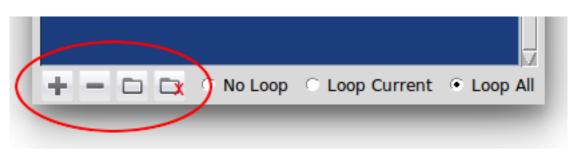
Diagonal Movements



Chapter 5: Building an Audio Player



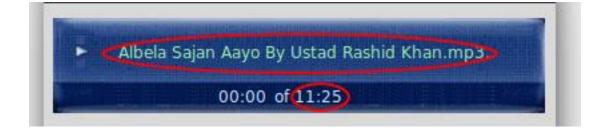


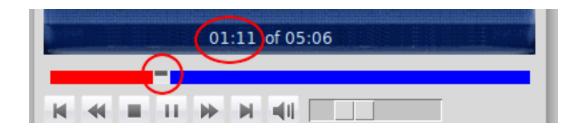


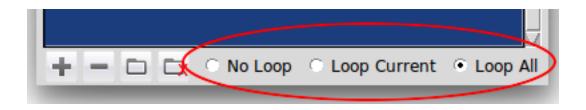






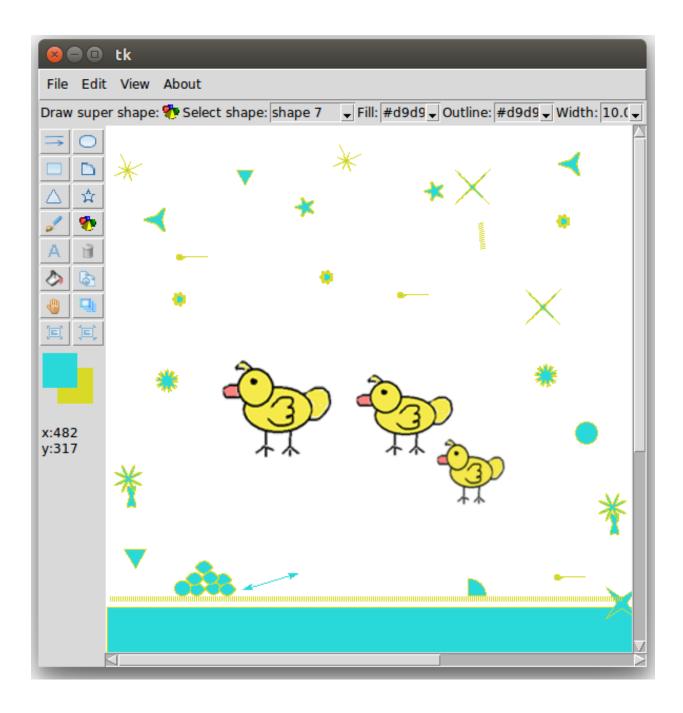




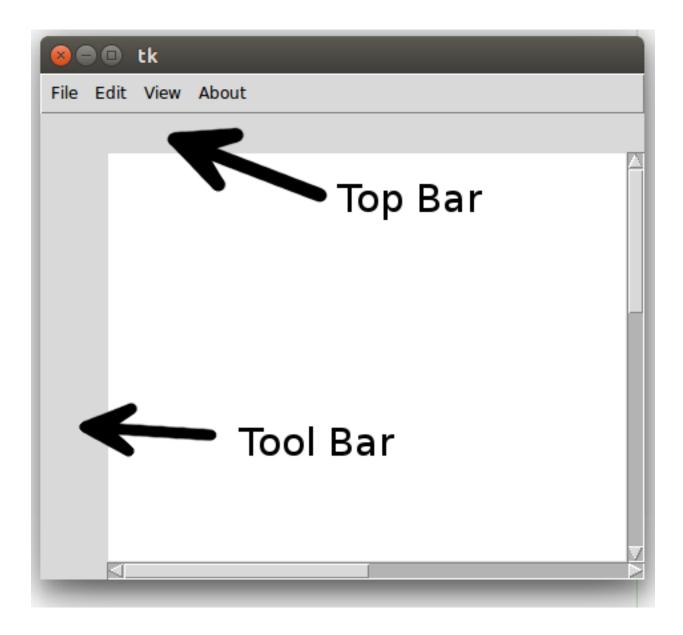


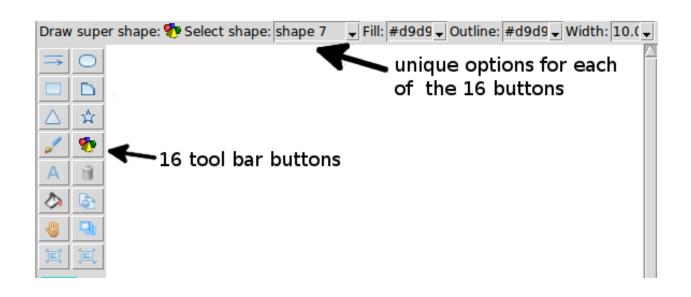


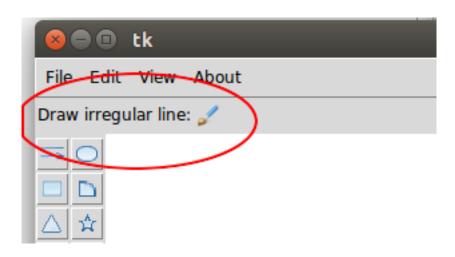
Chapter 6: Paint Application

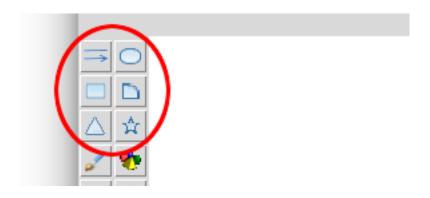


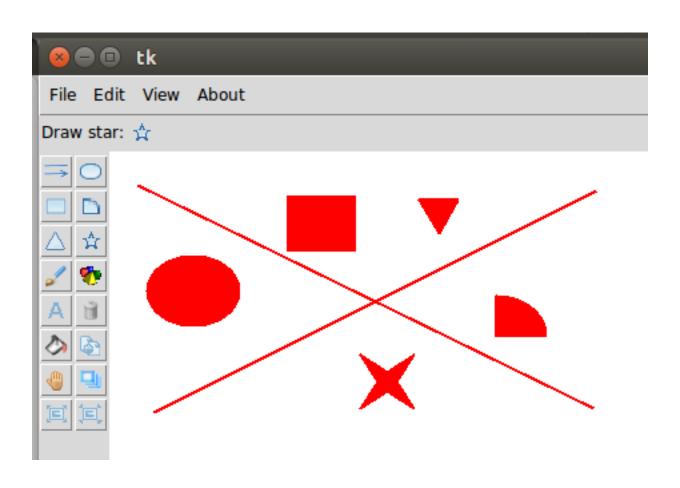


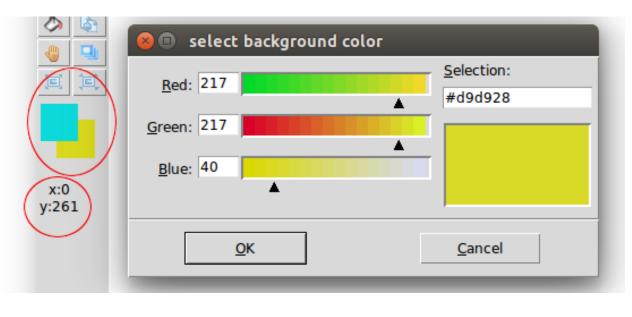




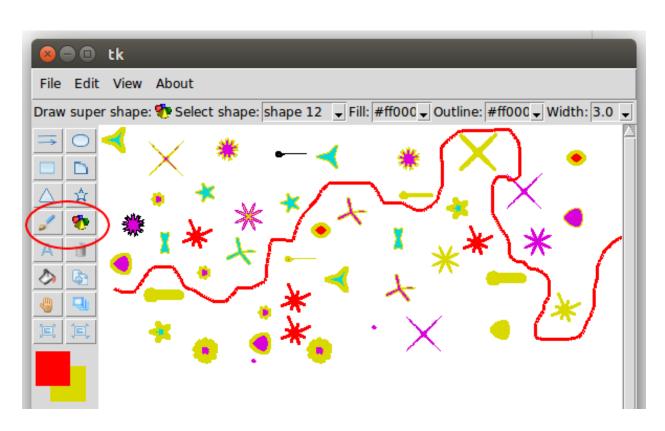








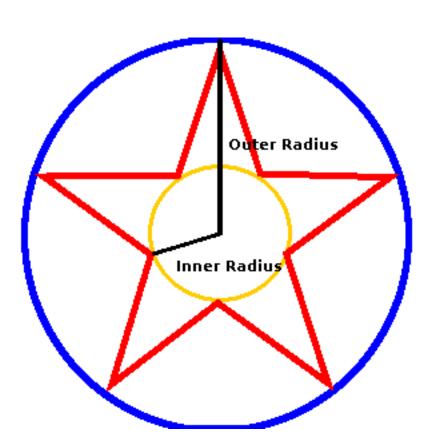




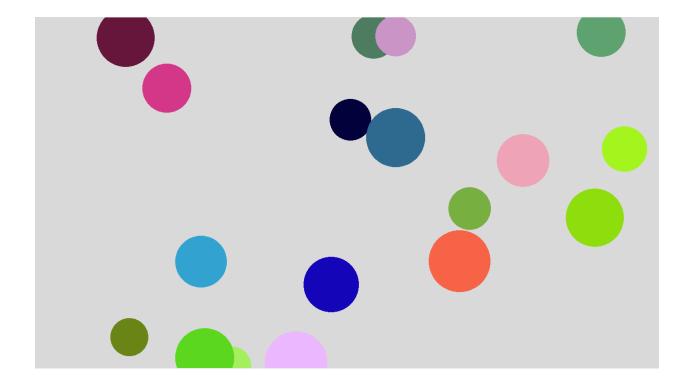


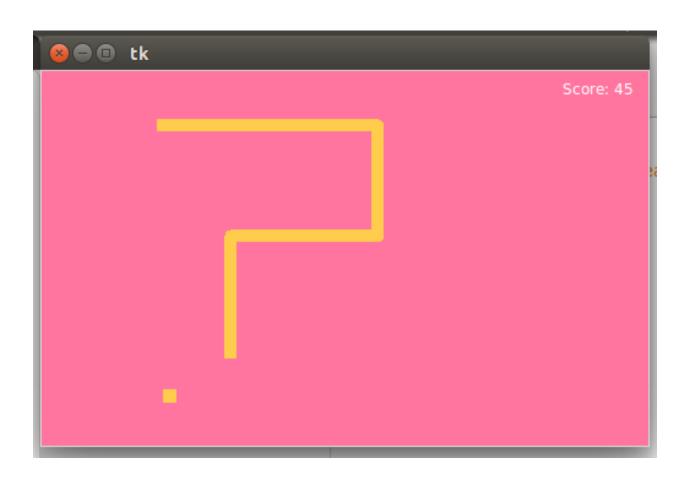
Draw text: A Text: Font size: 14 🕏 Fill: red 🗸 Go	
---------------------------------------------------	--

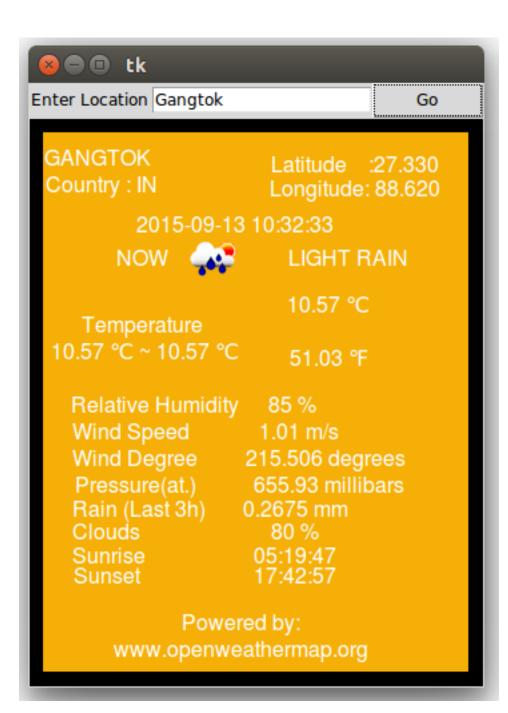


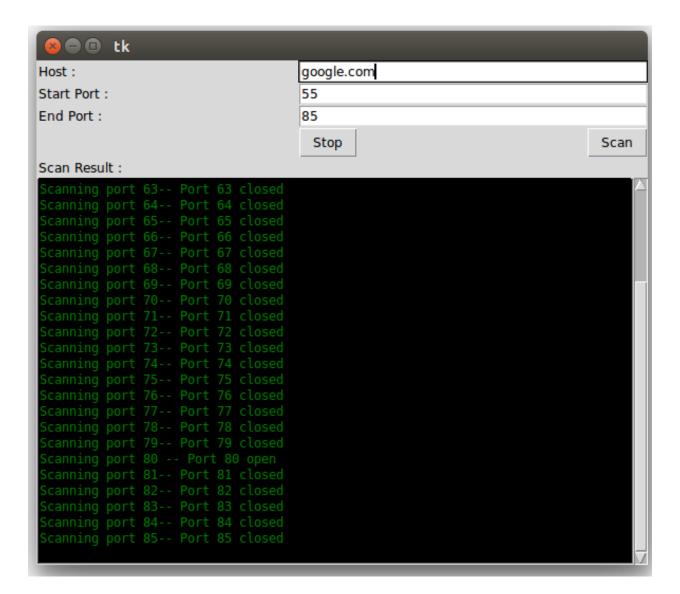


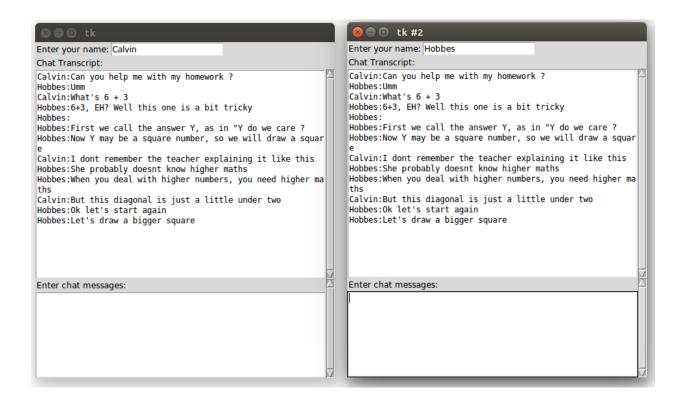
Chapter 7: Multiple Fun Projects

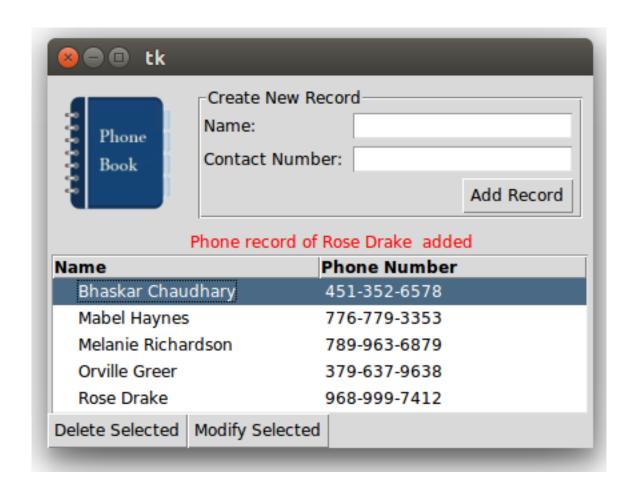




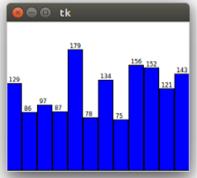


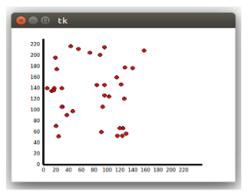


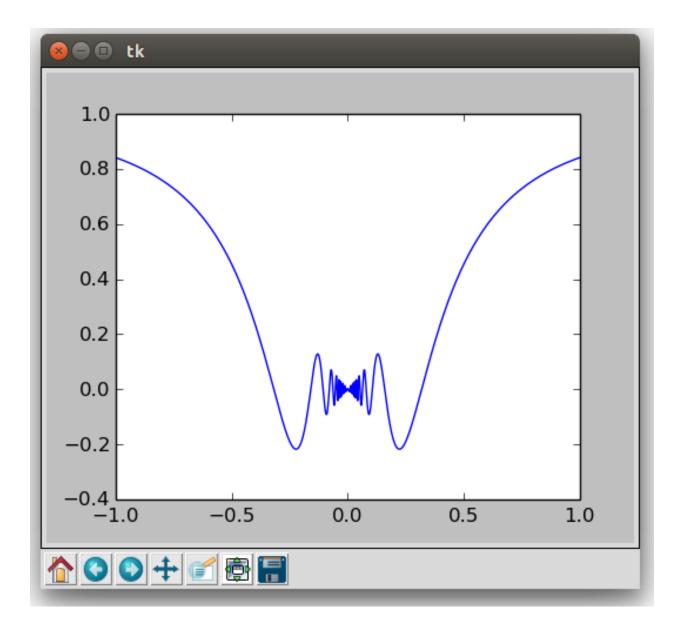


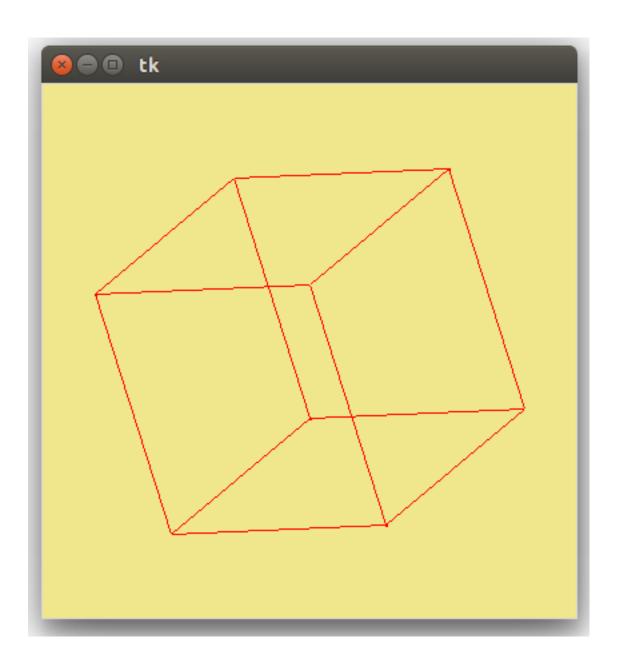


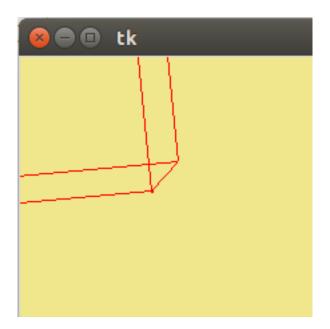




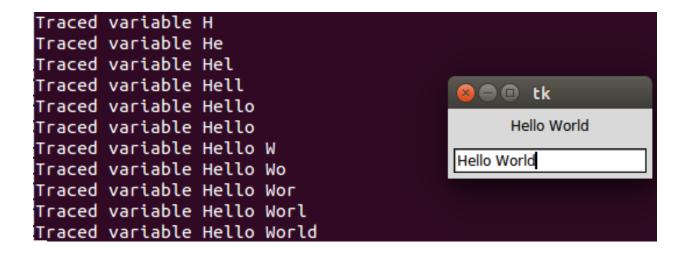




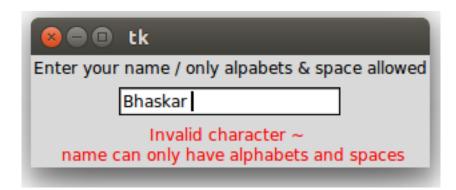


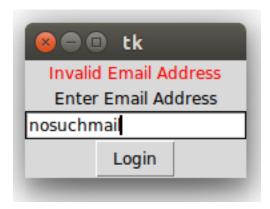


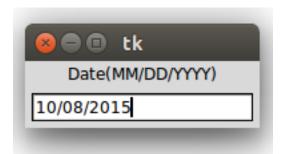
Chapter 8: Miscellaneous Tips

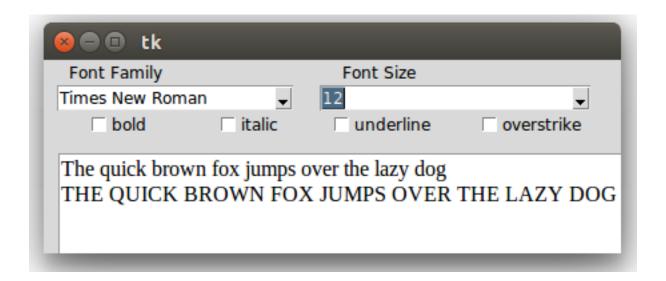


	tk				
Tabs jumps to next widget					
Α	В	С	D		
O 0	⊕ 1	® 2	⊚ 3		
Tabs does not jump to the next widget from inside the Text widget. Use Ctrl + Tab to traverse					
use left/right key					
0					









```
🙉 🖨 🗊 tk
8.01 trace variable.py
8.02 widget traversal.py
8.03 validation mode demo.py
8.04 percent substitutions demo.py
8.05 key validation.py
8.06 focus out validation.py
8.07_formatting_entry_widget_to_display_date.py
8.08 font demo.py
8.09 all fonts on a system.py
8.10 font selector.py
8.11 reading from command line.py
8.12 cross platform support.py
8.12 tkinter class hierarchy.py
8.13 creating custom mixins.py
readme.txt
```

