

Exemple1 : Zone de dessin, détections de touches et un déplacement d'objet

Code :

```
#Tkinter zone de dessin
from Tkinter import *

def mouvement(key):
    global x1,x2,y1,y2
    ma_touche=key.keysym.lower()
    if ma_touche=='g' and x1>10:
        x1=x1-1
        x2=x2-1
    if ma_touche=='d' and x2<390:
        x1=x1+10
        x2=x2+10
    if ma_touche=='h' and y1>10:
        y1=y1-10
        y2=y2-10
    if ma_touche=='b' and y2<290:
        y1=y1+10
        y2=y2+10
    if ma_touche=='t':
        x1=x1-5
        x2=x2+5
        y1=y1-5
        y2=y2+5
    can.coords(balle,x1,y1,x2,y2)
    can.itemconfig(balle,fill='blue')

#début du programme
x1=30
x2=10
y1=140
y2=160

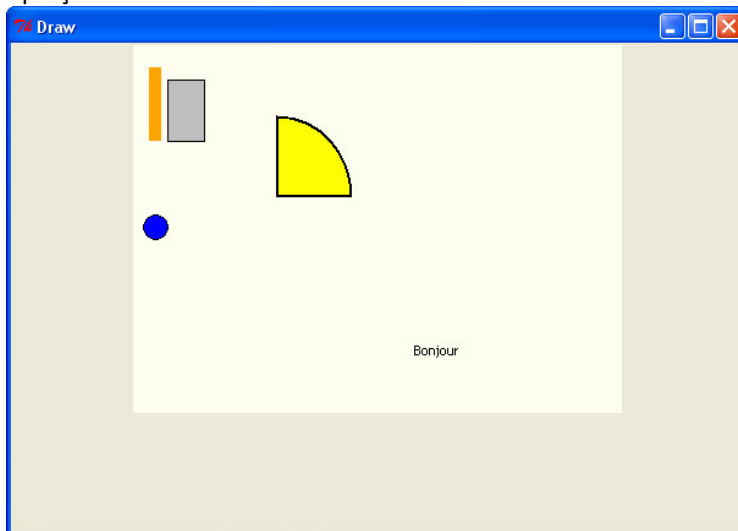
fen=Tk()
fen.minsize(600,400)
fen.title("Draw")

can=Canvas(fen,width=400,height=300,bg='ivory')
can.pack()

balle=can.create_oval(x1,y1,x2,y2,fill='red')
ligne=can.create_line(20,20,20,80,width=10,fill='orange')
rect=can.create_rectangle(30,30,60,80,width=1,fill='grey')
arc=can.create_arc(60,60,180,190,width=2,fill='yellow')
texte=can.create_text(250,250,text='Bonjour')

fen.bind("<Key>",mouvement)
fen.mainloop()
```

Aperçu :



Exemple2 : Bonhomme dans une zone de dessin

Code

```
#test canvas
from Tkinter import *

fen=Tk()
fen.title("Petit bonhomme")

can=Canvas(fen,width=200,height=300,bg="ivory")
can.create_line(100,20,50,50,fill='red')
can.create_line(100,20,150,50,fill='red')
can.create_line(50,50,150,50,fill='red')
rond=can.create_oval(50,50,150,150,fill='ivory')
r1=can.create_oval(70,80,80,90,fill='blue')
r2=can.create_oval(120,80,130,90,fill='blue')
nez1=can.create_line(100,100,75,125,fill='black')
nez2=can.create_line(75,125,100,125,fill='black')
nom=can.create_text(100,190,text='ptbonhom')

can.pack()

fen.mainloop()
```

Aperçu

