

## Final Preparation 2:

- (1) The following code is a simple Tkinter application with a label. Introduce five buttons that will change the background color of the label and the main window. You have to use the lambda trick.

```
from tkinter import *

class App:
    def __init__(self):
        self.main = Tk()
        self.main.title("Hello World")
        self.label = Label(text='hello', font=("Courier", 44),
                           width=20)
        self.label.grid(row=0, column=0, columnspan=10)
        self.main.mainloop()
    def color(self, color):
        self.main.configure(bg=color)
        self.label.configure(bg=color)
```

App()

- (2) Create a Tkinter application that has two entry fields each with a button underneath. When pressing the button, the other field changes to the value of the other in its currency.



- (3) Create a Tkinter application that displays a ball bouncing inside a window. When the ball hits a boundary, it is reflected.

