Laboratory 13

(1) Generate a simple TkInter application that just opens a main window. To do this, create a class My_App with only an init dunder. Inside __init__ create a member self.top as a Tk() object and then start the mainloop.

(2) Set the title of the application (self.top.title) to "I am rich". (This happens all in __init__, before you call self.top.mainloop().

(3) Download a gif or png file of a diamond from the net. Notice the dimensions. Make sure that it is truly a gif or png file that you downloaded.

(4) Create a PhotoImage of the image file and store it in a variable in __init__.

(5) Create a label with the image.

(6) Pack the label with the image using 'top' for the side.

(7) Create and insert a text label below that says "I am rich".

(8) [Optional: Sell your application via the Internet. Make sure that you mention that it does not do anything at all, but that the price is 999.99US$. You should either acquire the commercial rights to the image or create the gif yourself. This happened on the Apple App Store once, and six or seven people bought the app. **]**

(9) Create and pack a Button with text 'About'. The command is the function `My_app.change`. Define the function `My_app.change`. It uses a class variable switch that is initially True. According to its value, `My_app.change` changes the text in the label between 'I am rich' and 'I am stupid' (and then switches the value of switch. You change the text in a label by using `…configure(text='new text').`

(10) Generate **another** TkInter application. This one just contains a single, big canvas. On this canvas draw a picture consisting of rectangles in the style of Mondrian (see below). Consult a search engine to find information on how you create, fill, and set the border color and width.