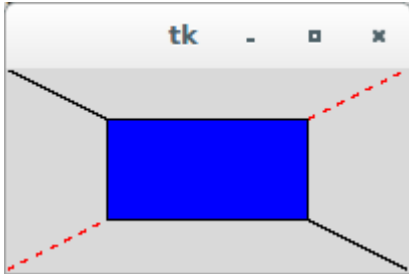


Przykłady : Canvas w Tkinter

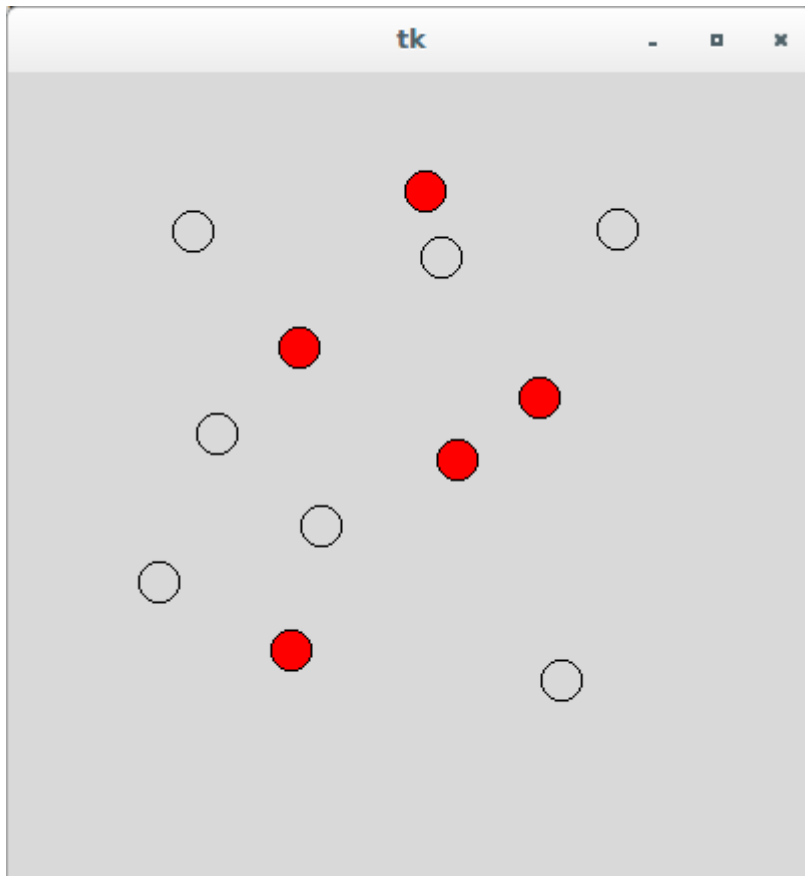
Prosty przykład



Kod źródłowy : [canvas_simple.py](#)

```
<sxh python> from tkinter import *  
  
master = Tk()  
  
w = Canvas(master, width=200, height=100) w.pack()  
  
w.create_line(0, 0, 200, 100) w.create_line(0, 100, 200, 0, fill="red", dash=(4, 4))  
  
w.create_rectangle(50, 25, 150, 75, fill="blue")  
  
mainloop() </sxh>
```

Dziedziczenie z Canvas



Kod źródłowy: [canvas_dots.py](#)

```
<sxh python> from tkinter import *
```

```
root = Tk()
```

```
class MyCanvas(Canvas):
```

```
    def __init__(self, master, *args, **kwargs):
        self.r = kwargs.pop('radius', 5)
        super().__init__(master=master, *args, **kwargs)
        self.set_bindings()
    def set_bindings(self):
        self.bind("<Button-1>", self.draw_disc)
        self.bind("<Button-2>", self.make_red)
```

```
    def draw_disc(self, event):
        x1 = event.x - self.r
        y1 = event.y - self.r
        x2 = event.x + self.r
        y2 = event.y + self.r
        self.create_oval(x1, y1, x2, y2)
```

```
    def make_red(self, event):
        r = 5
        x1 = event.x - r
```

```
y1 = event.y - r
x2 = event.x + r
y2 = event.y + r
items = self.find_overlapping(x1,y1,x2,y2)
for i in items:
    self.itemconfig(i, fill="red")
```

```
canvas=MyCanvas(root, width=500, height=500, radius=10) canvas.pack()
```

```
root.mainloop() </sxh>
```

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