

Python Graphics

Reading: Chapter 4 from Zelle text

- Use online reference of graphics.py module

<http://mcsp.wartburg.edu/zelle/python/graphics/graphics/graphics.html>

Graphics components

- GraphWin object
 - Defines a window where drawing can occur
- Graphics objects
 - Point, Line, Circle, Oval, Rectangle, Polygon, and Text
 - Can be customized and drawn
- Entry objects
 - Allow designing graphical user interfaces, i.e. GUIs
- Images
 - Can be loaded from file, modified, displayed, saved
- Colors created with `color_rgb(red, green, blue)`