

Libraries

```
# Tkinter
import tkinter as tk

# Image
from PIL import Image, ImageTk

# Random
import random

# Winsound
import winsound as ws
```

Window

```
# Create the window
root = tk.Tk()

# Change window size
root.geometry("1920x1080")

# Change window title
root.title("TKinter Cheat Sheet")

# Put the window in fullscreen
root.attributes("-fullscreen", True)
```

Widgets

```
# Frame
frame = tk.Frame(window,
width=1920, height=1080)

# Canvas
canvas = tk.Canvas(frame)

# Label
label = tk.Label(frame,
text="", font=("Arial", 50))

# Button
button = tk.Button(frame,
text="", font=("Arial", 50),
command=do_something)
```

Width and height parameters are optional. If not specified, the widget will automatically take the size of its content.

Don't forget to pack or place your widget or they will not appear!

Basic Shapes

```
# Rectangle
rect_id = canvas.create_rectangle(x1, y1, x2, y2,
fill="FFFFFF")

# Oval
oval_id = canvas.create_oval(x1, y1, x2, y2, fill="red")

# Line
line_id = canvas.create_line(x1, y1, x2, y2)
```

Fill is optional. If not specified, the shape will be filled with white and a black outline.

Canvas Functions

```
# Modify properties
canvas.itemconfigure(tagOrID,
attributeName=value)

# Move widget
canvas.move(tagOrID, x1, y1)

# Delete everything inside the canvas
canvas.delete("all")

# Delete one widget
canvas.delete(tagOrID)
```

Image Library

```
# Load image
img = tk.PhotoImage(file="filename")

# Stock image into a Label
lbl_img = tk.Label(frame,
image=img)
```