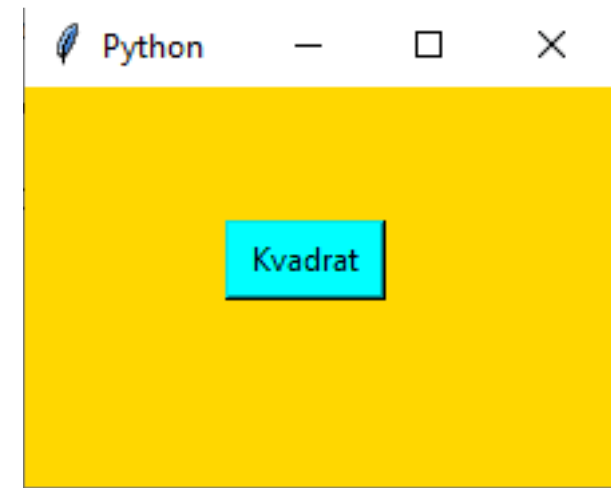


Tkinter i Turtle moduli

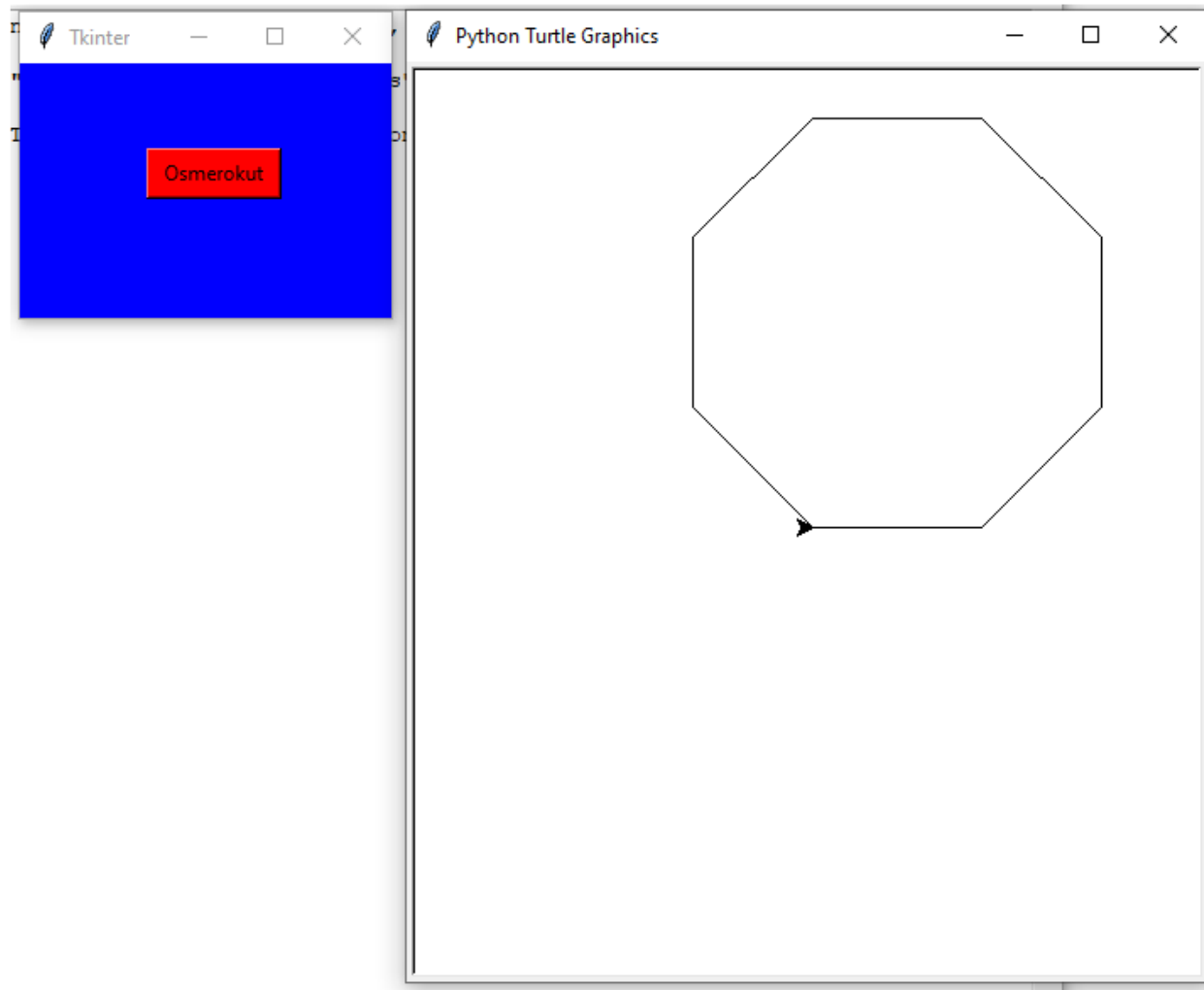
Python 3.x

Primjer 1

```
primjer1.py - D:\radna_povrsina\python\7_12_2022\GOTOVI PRIM...
File Edit Format Run Options Window Help
from tkinter import*
from turtle import*
def kvadrat():
    for i in range(4):
        fd(100);lt(90)
prozorl=Tk()
prozorl.title('Python')
prozorl.geometry('220x150')
prozorl.config(bg='gold')
gumb=Button(prozorl,text='Kvadrat',bg='Cyan',command=kvadrat)
gumb.place(x=75,y=50,width=60,height=30)
Ln: 1 Col: 0
```



Zadatak 1



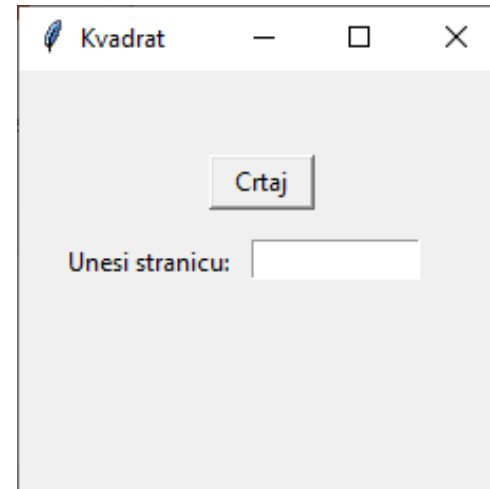
Primjer 2-crtanje kvadrata

```
primjer2_kvadrat.py - D:\radna_povrsina\python\7_...
File Edit Format Run Options Window Help
from tkinter import*
from turtle import*
def kvadrat():
    a=int(unos.get())
    for i in range(4):
        fd(a)
        lt(90)
    return
prozor=Tk()
prozor.title('Kvadrat')
prozor.geometry('230x200+50+50')

kvadrat=Button(prozor,text='Crtaj',command=kvadrat)
kvadrat.place(x=90,y=40,width=50)

t1=Label(prozor,text='Unesi stranicu:')
t1.place(x=20,y=80)

unos=Entry(prozor)
unos.place(x=110,y=80,width=80)
Ln: 1 Col: 0
```



Primjer 2-crtanje kružnice

```
primjer2_kruznica.py - D:\radna_povrsina\pyth...
File Edit Format Run Options Window Help
from tkinter import*
from turtle import*
def kruznica():
    r=int (unos.get())
    circle(r)
    return

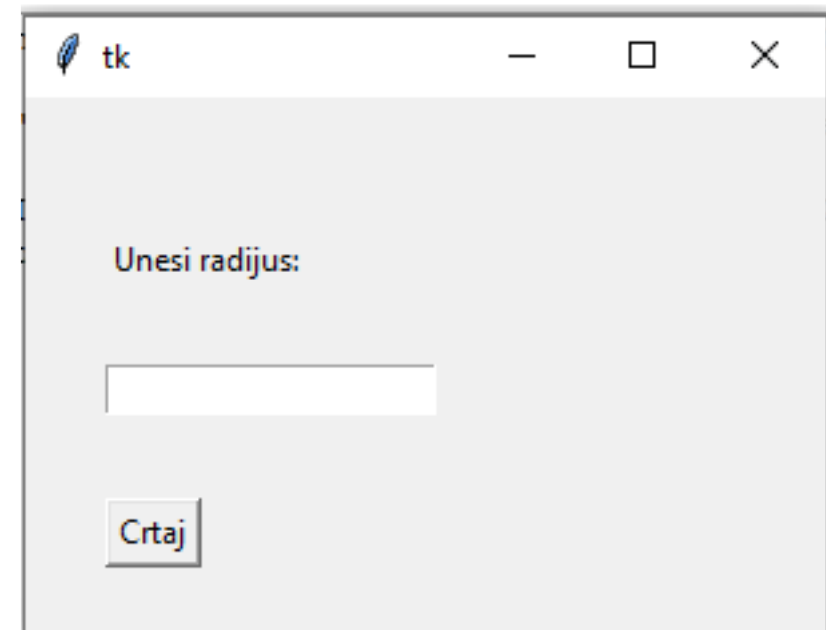
prozor=Tk()
prozor.config(width=300,height=200)

t1=Label(prozor, text ='Unesi radijus:')
t1.place(x=30,y=50)

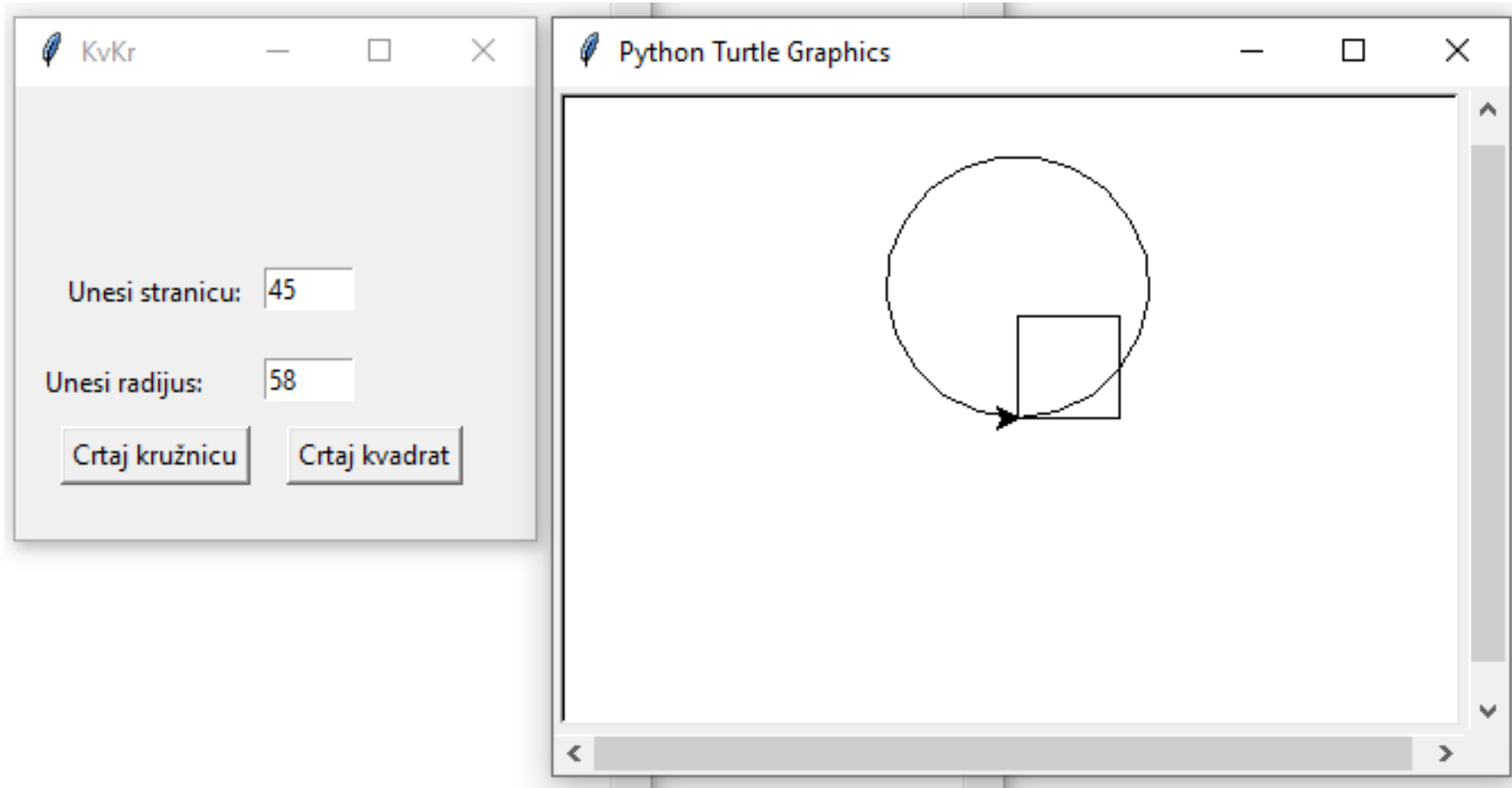
unos=Entry(prozor)
unos.place(x=30, y=100)

kruznica=Button(text='Crtaj', command=kruznica)
kruznica.place(x=30, y=150)

Ln: 1 Col: 0
```



Zadatak 2



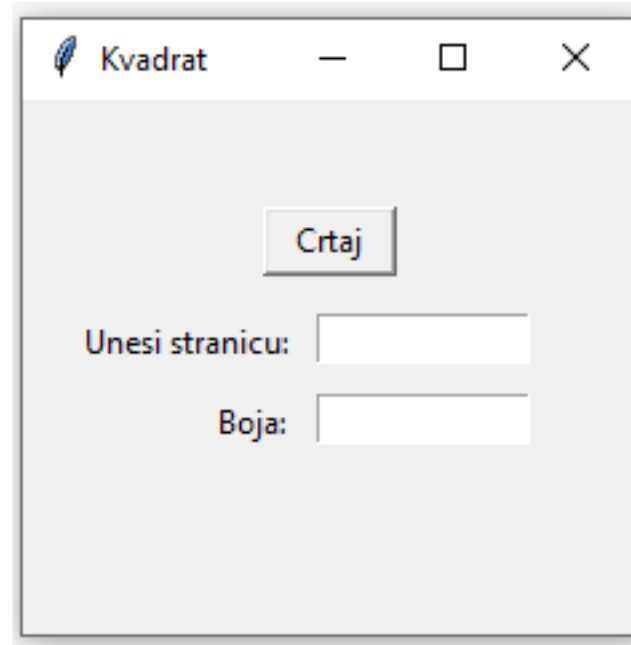
Primjer 3

```
primjer3.py - D:\radna_povrsina\python\7_12_2022\...
File Edit Format Run Options Window Help
from tkinter import*
from turtle import*
def kvadrat():
    a=int(unos1.get())
    b=unos2.get()
    fillcolor(b)
    begin_fill()
    for i in range(4):
        fd(a)
        lt(90)
    end_fill()
    return

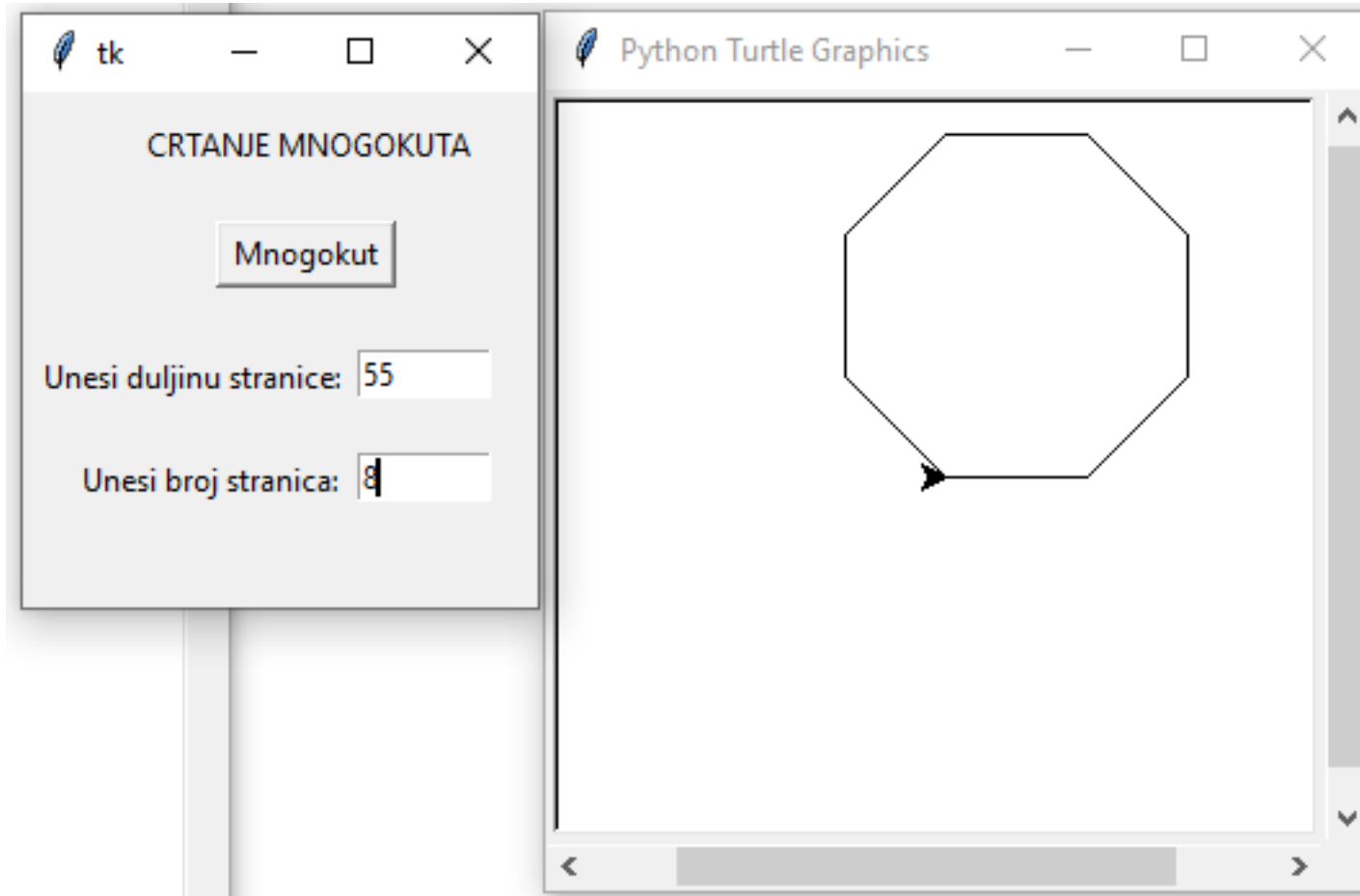
prozor=Tk()
prozor.title('Kvadrat')
prozor.geometry('230x200+50+50')

gumb=Button(prozor, text='Crtaj',command=kvadrat)
gumb.place(x=90,y=40,width=50)
t1=Label(prozor, text='Unesi stranicu:')
t1.place(x=20,y=80)
t2=Label(prozor, text='Boja:')
t2.place(x=70,y=110)
unos1=Entry(prozor)
unos1.place(x=110,y=80,width=80)
unos2=Entry(prozor)
unos2.place(x=110,y=110,width=80)
prozor.mainloop
```

Ln: 1 Col: 0



Zadatak3



Primjer 4

```
crtanje_likovi_nedovrsen.py - D:\radna_povrsina\python\7_12_2022\GOTOVI PRIMJERI...
File Edit Format Run Options Window Help
from tkinter import*
from turtle import*
def kvadrat1():
    for i in range(4):
        fd(150);lt(90)
def trokut1():
    for i in range(3):
        fd(150);lt(120)
def kucal():
    kvadrat1()
    lt(90);fd(150);rt(90)
    trokut1()
prozor=Tk()
prozor.title('crtanje likova')
prozor.geometry('335x225')
prozor.config(bg='green')

kvadrat=Button(prozor,text='Kvadrat',bg='blue',fg='white',command=kvadrat1)
kvadrat.place(x=75,y=30,width=80,height=30)
trokut=Button(prozor,text='Trokut',bg='blue',fg='white',command=trokut1)
trokut.place(x=180,y=30,width=80,height=30)
kuca=Button(prozor,text='Kuća',bg='blue',fg='white',command=kucal)
kuca.place(x=125,y=130,width=80,height=30)

Ln: 13 Col: 2
```



Zadatak 4

