

class: VIII

Month: September

Topic: Chapter-5 Events with Turtle

Interactive programs using Events and Turtle

I Answer the following: (Short Answers)

1. What is an event?

Ans: An event is an action like ^a mouse click or key press that makes a program respond.

2. What is the use of the `onkeypress()` command?

Ans: The `onkeypress()` command binds a callback function to a key and runs the function when the key is pressed. It can run repeatedly while the key is held down.

3. What is the role of the `mainloop()` command?

Ans: The `mainloop()` command keeps the program running and allows it to continue responding to events.

II Answer the following: (Long Answers)

2. Explain the syntax used to bind more than

one callback function to a single type of mouse click.

Ans: The Syntax is:

`onclick (fun1, btn = 1)`

`onclick (fun 2, btn = 3)`

Here, different callback functions can be bound to different mouse buttons.

III Competency Based Questions.

1. you are designing a turtle drawing app. The turtle should move only when you press the arrow keys. which event function will you use and how will you make the screen keep listening for keys?

Ans: Use the `onkey()` / `onkey press()` event for the arrow keys and use: `listen()` to make the screen keep listening for keyboard events.