Announcements

- HW due Saturday

- Office hours: 2-2:30
  (extra hour on Friday 10-11)

- Next HW will be up on Friday
  Can work with partner —
  but not same partner
#2 testRec(1) -> testRec(2) -> testRec(3) -> testRec(4)

Output:

```
here
here
here
3
2
1
```
Our example yesterday:

- Always have a "root" (creates a window)
 pack() is essentially drawing things
  
  - A Frame is just a container—here, we set it up to hold 2 buttons
  
  - Can store references to widgets if you need them, but don't need to
Adding text that can change

Use string var, text var, etc

These will then update as things change
Events + Bindings

In addition to buttons, can also have other events.

Use the bind command:

```
widget.bind (event, handler)
```

from a preset list:
- includes mouse button pressed,
- any key pressed,
- enter,

... etc.
Event example
Other examples:

- Making a simple toolbar
- Making a scrolled Listbox widget