

TP10 (objectif : première approche de l'utilisation d'une bibliothèque graphique :Tkinter)

```
from tkinter import*

# variables globales
a=["a","b","c","d","e","f","g","h",
  "i","j","k","l","m","n","o","p",
  "q","r","s","t","u","v","w","x",
  "y","z"]
A=["A","B","C","D","E","F","G","H",
  "I","J","K","L","M","N","O","P",
  "Q","R","S","T","U","V","W","X",
  "Y","Z"]

# déclaration des fonctions
def minuscule(mot):
    nouveaumot=""
    for lettre in mot:
        if lettre in A:
            i=A.index(lettre)
            nouveaumot=nouveaumot+a[i]
        else:
            nouveaumot=nouveaumot+lettre
    return nouveaumot

def affichage(event):
    l.insert(END,minuscule(champ_entry.get())+"\n")

def effacer():
    l.delete("1.0",END)

def arret():
    f.destroy()

# programme principal
f = Tk()
f.title('Ma première fenêtre')
champ_label = Label (f, text = 'afficher en minuscule')
champ_label.pack (side = LEFT, padx = 20, pady = 20)
champ_entry = Entry(f, bg = 'bisque', fg='maroon')
champ_entry.pack(side = LEFT, padx = 20, pady = 20)
champ_entry.bind("<Return>", affichage)
l=Text(f)
l.pack(side="top")
d=Button(f,text = "effacer",command=effacer )
d.pack()
c=Button(f,text = "arrêt",command=arret )
c.pack()
f.mainloop()
```

derfffeef

afficher en minuscule

DERfffeEF

effacer

arrêt

```
1
1 1
1 2 1
1 3 3 1
1 4 6 4 1
1 5 10 10 5 1
1 6 15 20 15 6 1
1 7 21 35 35 21 7 1
```

Triangle de Pascal

effacer

arrêt