Python GUI Development with Tkinter
Chapter Quiz

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Question 1 of 4

What keyboard event format will you use to capture a key press on the Enter key?

○ Return

○ 13

✓ <Return>
  Correct
  The Enter is represented with the <Return> event format.

○ <KeyPress-Enter>

Question 2 of 4

How can you define a custom virtual event that captures a key press on any of the Shift keys?

○ `root.event_add('<KeyPress>','Shift_L','Shift_R')`

○ `root.event_add('<<MyEvent>>','Shift_L,Shift_R')`

○ `root.bind('<<MyEvent>>','Shift_L','Shift_R')`

✓ `root.event_add('<<MyEvent>>','Shift_L','Shift_R')`
  Correct
  The "event_add" method will define the individual events for a custom event.

Question 3 of 4

What happens when you bind the window to two events like this and press the '1' key?

```
root.bind('<KeyPress>',handler)
root.bind('1',handler)
```

✓ Only one key press will be triggered for the '1' key.
  Correct
  Tkinter will trigger the more specific event (the second bind in this case).

○ Two key presses will be triggered for the '1' key.

○ No key presses will be triggered for the '1' key.

Question 4 of 4

Is there an issue with this code, given that `callback()` is a function accepting one argument and implementing the action to be taken on click?

```
ttk.Button(root, text="Submit", command=callback(0)).pack()
```

✓ Yes, this code will unconditionally execute the action.
  Correct
  When this line is reached, "callback()" will be immediately called, which is an issue, assuming it should only be called on click.

○ It depends on whether the callback function is returning a value.

○ No, this is a valid way to define a click action.