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Python GUI Development with Tkinter
Chapter Quiz

You answered 4 of 4 questions correctly. [Continue watching](#) [Retake quiz](#)

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.