

Event Binding#1

- The types of events are as follows
- Every type have its own unique functionality for either mouse and keyboard

Type	Name	Description
36	Activate	Widget became active
4	Button	Mouse button pressed (1 - 2 - 3)
5	ButtonRelease	Mouse button Released
22	Configure	Size of the widget is changed
37	Deactivate	Widget Deactivated
17	Destroy	Widget is Destroyed
7	Enter	Mouse pointer Entering on Widget
12	Expose	Widget became Visible
9	FocusIn	Widget is Highlighted
10	FocusOut	Widget is DeHighlighted
2	KeyPress	A keyboard key is pressed
3	KeyRelease	A keyboard key is released
8	Leave	Mouse pointer Leaving from Widget
6	Motion	Mouse pointer Moving upon Widget
38	MouseWheel	Mouse Scrolling
15	Visibility	Widget is Visible

- They are also numeric codes associated with the different events
- When we create a any widget we need to bind it with the handler which are having these events in it, therefore binding of handlers to the is as follows

```
Widget.bind("<modifier-event type-detail>,handler/function, add="+")
```

Ex :

```
button.bind("<button-1>", function-1)
button.bind("<button-3>, function-2, add="+")
```

- An example for this is as follows

```
from tkinter import *

def fun(e):
    print('Event is Generated')

win = Tk()
win.title('My First Application')
win.geometry('600x400')

e = Entry(win, bg='red', fg='yellow')
e.place(x=100, y=100, width=200, height=50)

e.bind('<Button>', fun)

win.mainloop()
```

- A message box is used to display information, error or warning eg;

```
from tkinter import *
from tkinter.messagebox import *

def fun(e):
    showinfo('My Box', 'Event is Generated')

win = Tk()
win.title('My First Application')
win.geometry('600x400')

e = Entry(win, bg='red', fg='yellow')
e.place(x=100, y=100, width=200, height=50)

e.bind('<Button-2>', fun)

win.mainloop()
```