

Event Binding #2

- While clicking we may press some special keys like control, alt, shift...the extra activity done along with an event is called event modifier
- The event modifier is as follows

Event Modifiers	
Name	Description
Control	Control Key was Pressed
Alt	Alt Key was Pressed
Shift	Shift Key was Pressed
Lock	CapsLock Key was Pressed
Double	Key was Doubled Clicked
Triple	Key was Triple Clicked
Quadruple	Key was Clicked 4 Times in quick succession

- An example for event modifier is as follows
- Here an event is generated when a shift button from the keyboard is clicked and then when we left click the mouse the message box is appearing

```

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('<Shift - Button-1>', fun)

win.mainloop()

```

- The event is considered along with the modifiers
- If you want to call the same function on every widget then we must use **class level binding** an example of this is as follows

```

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)

e1 = Entry(win, bg='red', fg='yellow')
e1.place(x=100, y=160, width=200, height=50)

win.bind_class('Entry', '<Button-1>', fun)

win.mainloop()

```

- **Application level** binding is , we can bind the particular event on the entire application I.e, it works anywhere on the application window
- An example of this is

```
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)

e1 = Entry(win, bg='red', fg='yellow')
e1.place(x=100, y=160, width=200, height=50)

e2 = Entry(win, bg='red', fg='yellow')
e2.place(x=100, y=220, width=200, height=50)

win.bind_all('<Button-1>', fun)

win.mainloop()
```

Handling 2 events upon the same widget is done as follows

```
e.bind('<Button-1>', fun)
e.bind('<KeyPress>', fun1, add='+')
```