

Event Class

- There is a built-in class in tkinter called event
- We have seen the event object, the handler information is always related to either keyboard, mouse or both
- The attributes of this event class are as follows

Attributes	Description
<code>char</code>	ASCII of a key
<code>code</code>	Key code
<code>ctrl</code>	Whether the control key is pressed
<code>key</code>	Key name
<code>num</code>	Mouse button number
<code>type</code>	Event type
<code>widget</code>	Widget that generated the event
<code>x</code>	X coordinate of the event
<code>y</code>	Y coordinate of the event
<code>x_root</code>	X coordinate of the event in the root window
<code>y_root</code>	Y coordinate of the event in the root window

- The event object contains all the attributes mentioned above
- The attributes are related to mouse and keyboard only
- `.x`, `.y`, `x_root`, `y_root` are the coordinates which give the exact location of the widget and screen
- `.num` is related to mouse event

- .delta is also relayed to the mouse event , this gives the status of scroll of the mouse in the widget
- .state gives you the status of the modifier key the modifier keys are alt,control, shift ...
- .char is the keyboard attribute
- For every type of code there is a keycode available including the character key as well .keysum gives the ASCII code where as .keysum_num gives numeric code
- .type is used to identify the event from the event code
- Upon which widget the event was generated is given by .widget attribute
- Lets see an example for this

```
def my_handler(e):
    print(e)
    print(e.state)
    print(e.x_root, e.y_root)

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

ent = Entry(win)
ent.pack()
ent.bind('<KeyPress>', my_handler)

win.mainloop()
```