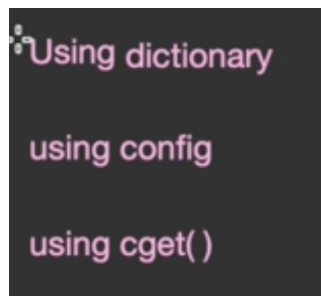


Event Handling

- If in an event handler you want to modify the widget options you can do it by accessing the widget properties
- Accessing can be done in 3 ways that is



- dictionary is used for both reading and writing
- Config is used for writing only
- cget() is used for reading only
- An example of this is as follows

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

def my_handler(e):
    print(lbl.cget('text'))
    showinfo('My Info', lbl.cget('text'))

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

lbl = Label(win, text='blue', bg='blue', width=20, height=2)
lbl.pack()
lbl.bind('<Button-1>', my_handler)

win.mainloop()
```

- Modifying the widget here again

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

def my_handler(e):
    showinfo('My Info', lbl['bg'])
    lbl['bg'] = 'white'

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

lbl = Label(win, text='blue color', bg='red', width=20, height=2)
lbl.pack()
lbl.bind('<Button-1>', my_handler)

win.mainloop()
```

- Modifying it further by applying event types, and adding hovering feature

```
def my_handler(e):
    if int(e.type) == 7:
        lbl['bg'] = 'blue'
        lbl['text'] = 'Blue Color'
    elif int(e.type) == 8:
        lbl['bg'] = 'red'
        lbl['text'] = 'Red Color'

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

lbl = Label(win, text='Red Color', bg='red', width=20, height=2)
lbl.pack()
lbl.bind('<Enter>', my_handler)
lbl.bind('<Leave>', my_handler, add='+')
```