

Kivy

- App class

- Need to extend this class and override build ()
to make an app

- build () must return the root widget

- Widgets

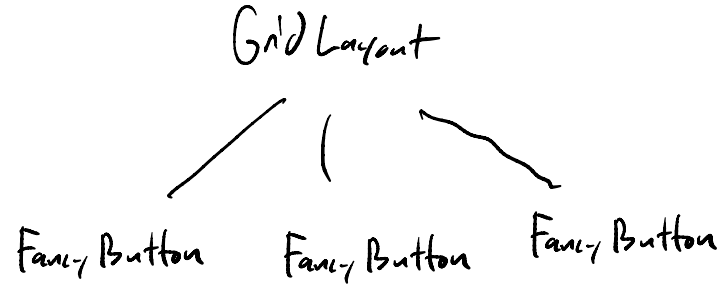
- User interface (UI) elements

- Buttons, sliders, text labels, layouts

- Widget tree

- One widget is the root widget
- All other widgets are descendants of the root widget
- in `multiple_buttons.py`, the FancyButton

widgets are children of
GridLayout



- Input events

- Touches: each touch is associated with a position (x, y)

 - Down, move, up

- Touch events are dispatched to all widgets by calling their `on_touch_down()` method

- A widget can check if the touch occurred within its area by calling `self.collide_point()` which returns `True` if it did

- Events

- Internally, kivy detects events, passes them to widgets, and re-draws the screen when things change