from graphics import \*

# list to track with object is selected

selected= [False, False, False, False, False]

win = GraphWin( "Item pick", 500, 500 )

# draw some selection areas

r0 = Rectangle( Point( 25, 25 ), Point( 75, 75 ))

r0.setFill('red')

r0.draw(win)

r1 = Rectangle( Point( 100, 25 ), Point( 150, 75 ) )

r1.setFill('red')

r1.draw(win)

r2 = Rectangle( Point( 175, 25 ), Point( 225, 75 ) )

r2.setFill('red')

r2.draw(win)

r3 = Rectangle( Point( 250, 25 ), Point( 300, 75) )

r3.setFill('red')

r3.draw(win)

r4 = Rectangle( Point( 325, 25 ), Point( 375, 75) )

r4.setFill('red')

r4.draw(win)

#instructions

t1 = Text( Point( 75, 200 ), "Select two items" )

t1.draw(win)

# some "selection boxes"

sr0 = Rectangle( Point( 22, 22 ), Point(79, 79 ) )

sr0.setOutline('blue')

sr1 = Rectangle( Point( 97, 22 ), Point(154, 79 ) )

sr1.setOutline('blue')

sr2 = Rectangle( Point( 172, 22 ), Point(229, 79 ) )

sr2.setOutline('blue')

sr3 = Rectangle( Point( 247, 22 ), Point( 304, 79) )

sr3.setOutline('blue')

sr4 = Rectangle( Point( 322, 22 ), Point( 379, 79) )

sr4.setOutline('blue')

selectedCount = 0

while selectedCount < 5:

 # find where user clicked

 userClick = win.getMouse()

 x = userClick.getX()

 y = userClick.getY()

 # clicked in square 1

 if 75>=x>=25 and 75>=y>=25:

 selected[0] = not selected[0]

 if selected[0]:

 selectedCount = selectedCount + 1

 sr0.draw(win)

 else:

 sr0.undraw()

 selectedCount = selectedCount - 1

 # clicked in square 2

 if 150>=x>=100 and 75>=y>=25:

 selected[1] = not selected[1]

 if selected[1]:

 sr1.draw(win)

 selectedCount = selectedCount + 1

 else:

 sr1.undraw()

 selectedCount = selectedCount - 1

 # clicked in square 3

 if 225>=x>=175 and 75>=y>=25:

 selected[2] = not selected[2]

 if selected[2]:

 sr2.draw(win)

 selectedCount = selectedCount + 1

 else:

 sr2.undraw()

 selectedCount = selectedCount - 1

 # clicked in square 4

 if 300>=x>=250 and 75>=y>=25:

 selected[1] = not selected[1]

 if selected[1]:

 sr3.draw(win)

 selectedCount = selectedCount + 1

 else:

 sr3.undraw()

 selectedCount = selectedCount - 1

 # clicked in square 5

 if 375>=x>=325 and 75>=y>=25:

 selected[1] = not selected[1]

 if selected[1]:

 sr4.draw(win)

 selectedCount = selectedCount + 1

 else:

 sr4.undraw()

 selectedCount = selectedCount - 1

 #turn