import tkinter

from tkinter import \*

from tkinter import ttk

import random

root = Tk()

root.maxsize(1600,1600) # Sets max size of window

root.minsize(320,240)

w = Canvas(root, width=1600, height=1600)

w1 = Scale(root, from\_=1, to=420)

w1.set(20)

w1.pack()

centerH = random.randint(40, 500)

centerW = random.randint(40, 1000)

while True:

 w.delete("all")

 canvas\_height = 5.5\*w1.get()

 canvas\_width = 5.5\*w1.get()

 trees = w.create\_rectangle(0,0, 1600,1600, fill="green")

 w.pack()

 fire = w.create\_oval(centerW - canvas\_width, centerH - canvas\_height, centerW + canvas\_width,

 centerH + canvas\_height, fill="red")

 print(5.5\*float(w1.get()))

 root.update()

 root.update\_idletasks()