Python - Tkinter Frame

The Frame widget is very important for the process of grouping and organizing other widgets in a somehow friendly way. It works like a container, which is responsible for arranging the position of other widgets.

It uses rectangular areas in the screen to organize the layout and to provide padding of these widgets. A frame can also be used as a foundation class to implement complex widgets.

Syntax

Here is the simple syntax to create this widget −

```
w = Frame ( master, option, ... )
```

Parameters

- **master** − This represents the parent window.
- **options** − Here is the list of most commonly used options for this widget. These options can be used as key-value pairs separated by commas.

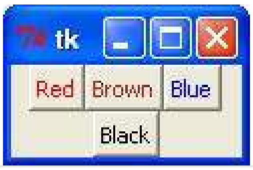
Sr.No.	Option & Description
1	**bg** The normal background color displayed behind the label and indicator.
2	**bd** The size of the border around the indicator. Default is 2 pixels.
3	**cursor** If you set this option to a cursor name (*arrow, dot etc.*), the mouse cursor will change to that pattern when it is over the checkbutton.
4	**height** The vertical dimension of the new frame.
5	**highlightbackground** Color of the focus highlight when the frame does not have focus.
6	**highlightcolor** Color shown in the focus highlight when the frame has the focus.
7	**highlightthickness** Thickness of the focus highlight.
8	**relief** With the default value, relief=FLAT, the checkbutton does not stand out from its background. You may set this option to any of the other styles
9	**width** The default width of a checkbutton is determined by the size of the displayed image or text. You can set this option to a number of characters and the checkbutton will always have room for that many characters.

Example

Try the following example yourself −

```
from Tkinter import *

root = Tk()
frame = Frame(root)
frame.pack()

bottomframe = Frame(root)
bottomframe.pack( side = BOTTOM )

redbutton = Button(frame, text="Red", fg="red")
redbutton.pack( side = LEFT)

greenbutton = Button(frame, text="Brown", fg="brown")
greenbutton.pack( side = LEFT )

bluebutton = Button(frame, text="Blue", fg="blue")
bluebutton.pack( side = LEFT )

blackbutton = Button(bottomframe, text="Black", fg="black")
blackbutton.pack( side = BOTTOM)

root.mainloop()
```

When the above code is executed, it produces the following result −


tk
Red
Brown
Blue
Black