

# Python - Tkinter Relief styles

The relief style of a widget refers to certain simulated 3-D effects around the outside of the widget. Here is a screenshot of a row of buttons exhibiting all the possible relief styles –

Here is list of possible constants which can be used for relief attribute.

- FLAT
- RAISED
- SUNKEN
- GROOVE
- RIDGE

## Example

```
from Tkinter import *
import Tkinter

top = Tkinter.Tk()

B1 = Tkinter.Button(top, text = "FLAT", relief=FLAT )
B2 = Tkinter.Button(top, text = "RAISED", relief=RAISED )
B3 = Tkinter.Button(top, text = "SUNKEN", relief=SUNKEN )
B4 = Tkinter.Button(top, text = "GROOVE", relief=GROOVE )
B5 = Tkinter.Button(top, text = "RIDGE", relief=RIDGE )

B1.pack()
B2.pack()
B3.pack()
B4.pack()
B5.pack()
top.mainloop()
```

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

