

Entry-grid

--TK.quit()

可作为command的选项，退出程序(设置为root.quit)

--e = tkinter.Entry(上级标签[, show][, textvariable][, state][验证方法见专题])

show代表显示样式，可以为*./?等等

state见专题

textvariable是StringVar类型

--e.insert(插入位置, 插入字符串)

--e.delete(清空开始位置, 清空结束位置)

tkinter.END代表结束位置

FE:

```
from tkinter import *
```

```
root = Tk()
```

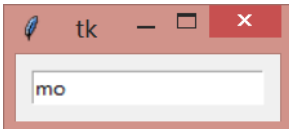
```
e = Entry(root)
```

```
e.pack(padx=10, pady=10)
```

```
e.insert(0, 'moren')
```

```
e.delete(2, END)
```

```
mainloop()
```



--对象.grid(row, column[, sticky])

表格是编程!!!

row代表行数，column代表列数

sticky为八个方位，取值和anchor一样，代表表格内的元素向? 靠其

FE:

```
import tkinter
```

```
root = tkinter.Tk()
```

```
tkinter.Label(root, text=' User:').grid(row=0, column=0)
```

```
tkinter.Label(root, text=' Password:').grid(row=1, column=0)
```

```
e1 = tkinter.Entry(root)
```

```
e2 = tkinter.Entry(root, show='*')
```

```
e1.grid(row=0, column=1, padx=10, pady=5)
```

```
e2.grid(row=1, column=1, padx=10, pady=5)
```

```
def show():
```

```
    print(' User is:\n'+len(' User is:')*' ' +e1.get())
```

```
    print(' Password is:\n'+len(' Password is:')*' ' +e2.get())
```

```
    e2.delete(0,tkinter.END)
```

```
    e1.delete(0,tkinter.END)
```

```
tkinter.Button(root, text='Get', width=10, command=show).grid(row=2, column=0)
tkinter.Button(root, text='Exit', width=10, command=root.quit).grid(row=2, column=1, sticky=tkinter.E)

tkinter.mainloop()
```

