```python
import tkinter as tk
from tkinter import ttk
import customtkinter as ctk

# Create the main window
root = ctk.CTk()

# Set the title of the window
root.title("My CustomTkinter Window")

# Define a dummy command for placeholder
def dummy_command():
    print("Button is clicked.")

# exercise:
# convert the app to use ctk

class App(ctk.CTk):
    def __init__(self, title, size):

        # main setup
        super().__init__()
        self.title(title)
        self.geometry(f'{size[0]}x{size[1]}')
        self.minsize(size[0],size[1])

        # widgets
        self.menu = Menu(self)
        self.main = Main(self)

        # run
        self.mainloop()

class Menu(ctk.CTkFrame):
    def __init__(self, parent):
        super().__init__(parent)
        self.place(x = 0, y = 0, relwidth = 0.3, relheight = 1)

        self.create_widgets()

    def create_widgets(self):

        # create the widgets
        menu_button1 = ctk.CTkButton(self, text = 'Button ', command=dummy_command)  # Placeholder command
added
        menu_button2 = ctk.CTkButton(self, text = 'Button ', command=dummy_command)  # Placeholder command
added
        menu_button3 = ctk.CTkButton(self, text = 'Button ', command=dummy_command)  # Placeholder command
added

        menu_slider1 = ctk.CTkSlider(self,from_=0, to=100, orientation = 'vertical', width = 15)
        menu_slider2 = ctk.CTkSlider(self, from_=0, to=100, orientation = 'vertical', width = 15)

        toggle_frame = ctk.CTkFrame(self)
        menu_toggle1 = ctk.CTkCheckBox(toggle_frame, text = 'check ')
        menu_toggle2 = ctk.CTkCheckBox(toggle_frame, text = 'check ')

        entry = ctk.CTkEntry(self)

        # create the grid
```

```python
        self.columnconfigure((0,1,2), weight = 1, uniform = 'a')
        self.rowconfigure((0,1,2,3,4), weight = 1, uniform = 'a')

        # place the widgets
        menu_button1.grid(row = 0, column = 0, sticky = 'nswe', columnspan = 2, padx = 4, pady = 4)
        menu_button2.grid(row = 0, column = 2, sticky = 'nswe', padx = 4, pady = 4)
        menu_button3.grid(row = 1, column = 0, columnspan = 3, sticky = 'nsew', padx = 4, pady = 4)

        menu_slider1.grid(row = 2, column = 0, rowspan = 2, sticky = 'ns', pady = 20)
        menu_slider2.grid(row = 2, column = 2, rowspan = 2, sticky = 'ns', pady = 20)

        # toggle layout
        toggle_frame.grid(row = 4, column = 0, columnspan = 3, sticky = 'nsew')
        menu_toggle1.pack(side = 'left', expand = True)
        menu_toggle2.pack(side = 'left', expand = True)

        # entry layout
        entry.place(relx = 0.5, rely = 0.95, relwidth = 0.9, anchor = 'center')

class Main(ctk.CTkFrame):
    def __init__(self, parent):
        super().__init__(parent)
        self.place(relx = 0.3, y = 0, relwidth = 0.7, relheight = 1)
        Entry(self, 'Entry ','Button ','red')
        Entry(self, 'Entry ','Button ','blue')

class Entry(ctk.CTkFrame):
    def __init__(self, parent, label_text, button_text, label_background):
        super().__init__(parent)

        label = ctk.CTkLabel(self, text = label_text)
        button = ctk.CTkButton(self, text = button_text)

        label.pack(expand = True, fill = 'both')
        button.pack(expand = True, fill = 'both', pady = 10)

        self.pack(side = 'left', expand = True, fill = 'both', padx = 20, pady = 20)


App('My CustomTkinter Window', (700,700))
```

Button

Button

Button

Entry

Entry

check   check

Button

Button