Button attributes

Sr.No.	Option & Description
1	activebackground
	Background color when the button is under the cursor.
2	activeforeground
	Foreground color when the button is under the cursor.
3	bd
	Border width in pixels. Default is 2.
4	bg
	Normal background color.
5	command
	Function or method to be called when the button is clicked.
6	fg
	Normal foreground (text) color.
7	font
	Text font to be used for the button's label.
8	height
	Height of the button in text lines (for textual buttons) or pixels (for images).
9	highlightcolor
	The color of the focus highlight when the widget has focus.
10	image
	Image to be displayed on the button (instead of text).

11	justify
	How to show multiple text lines: LEFT to left-justify each line; CENTER to center them; or RIGHT to right-justify.
12	padx Additional padding left and right of the text.
13	pady Additional padding above and below the text.
14	relief Relief specifies the type of the border. Some of the values are SUNKEN, RAISED, GROOVE, and RIDGE.
15	state Set this option to DISABLED to gray out the button and make it unresponsive. Has the value ACTIVE when the mouse is over it. Default is NORMAL.
16	underline Default is -1, meaning that no character of the text on the button will be underlined. If nonnegative, the corresponding text character will be underlined.
17	width Width of the button in letters (if displaying text) or pixels (if displaying an image).
18	wraplength If this value is set to a positive number, the text lines will be wrapped to fit within this length.

Button's methods

Sr.No.	Method & Description
1	flash() Causes the button to flash several times between active and normal colors. Leaves the button in the state it was in originally. Ignored if the button is disabled.
2	<pre>invoke() Calls the button's callback, and returns what that function returns. Has no effect if the button is disabled or there is no callback.</pre>