

Canvas

The Canvas is a rectangular area intended for drawing pictures or other complex layouts. You can place graphics, text, widgets or frames on a Canvas.

Syntax

Here is the simple syntax to create this widget –

```
w = Canvas ( master, option=value, ... )
```

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	bd Border width in pixels. Default is 2.
2	bg Normal background color.
3	confine If true (the default), the canvas cannot be scrolled outside of the scrollregion.
4	cursor Cursor used in the canvas like <i>arrow</i> , <i>circle</i> , <i>dot</i> etc.
5	height Size of the canvas in the Y dimension.

6	highlightcolor Color shown in the focus highlight.
7	relief Relief specifies the type of the border. Some of the values are <code>SUNKEN</code> , <code>RAISED</code> , <code>GROOVE</code> , and <code>RIDGE</code> .
8	scrollregion A tuple (w, n, e, s) that defines over how large an area the canvas can be scrolled, where w is the left side, n the top, e the right side, and s the bottom.
9	width Size of the canvas in the X dimension.
10	xscrollincrement If you set this option to some positive dimension, the canvas can be positioned only on multiples of that distance, and the value will be used for scrolling by scrolling units, such as when the user clicks on the arrows at the ends of a scrollbar.
11	xscrollcommand If the canvas is scrollable, this attribute should be the <code>.set()</code> method of the horizontal scrollbar.
12	yscrollincrement Works like <code>xscrollincrement</code> , but governs vertical movement.
13	yscrollcommand If the canvas is scrollable, this attribute should be the <code>.set()</code> method of

	the vertical scrollbar.
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