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|  | # Geometry 1  button\_1.grid()  button\_2.grid()  button\_3.grid()  button\_4.grid() |
|  | # Geometry 2, apply rows and columns  button\_1.grid(row= 1, column= 1)  button\_2.grid(row= 2, column= 1)  button\_3.grid(row= 1, column= 2)  button\_4.grid(row= 2, column= 2) |
|  | # Geometry 3, apply padding, button\_1, padx= 10  button\_1.grid(row=1, column=1, padx=10)  button\_2.grid(row=2, column=1)  button\_3.grid(row=1, column=2)  button\_4.grid(row=2, column=2) |

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|  | # Geometry 4, apply padding, button\_1, padx= 10, pady= 10  button\_1.grid(row=1, column=1, padx=10, pady= 10)  button\_2.grid(row=2, column=1)  button\_3.grid(row=1, column=2)  button\_4.grid(row=2, column=2)  button\_4.grid(row=2, column=2) |
|  | # Geometry 5, apply padding, button\_2, padx= 10, pady= 10  button\_1.grid(row=1, column=1, padx= 10, pady= 10)  button\_2.grid(row=2, column=1, padx= 10, pady= 10)  button\_3.grid(row=1, column=2)  button\_4.grid(row=2, column=2) |
|  | # Geometry 6, apply padding, button\_3, padx= 10, pady= 10  button\_1.grid(row=1, column=1, padx= 10, pady= 10)  button\_2.grid(row=2, column=1, padx= 10, pady= 10)  button\_3.grid(row=1, column=2, padx= 10, pady= 10)  button\_4.grid(row=2, column=2) |

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|  | # Geometry 7, apply padding, button\_4, padx= 10, pady= 10  button\_1.grid(row=1, column=1, padx= 10, pady= 10)  button\_2.grid(row=2, column=1, padx= 10, pady= 10)  button\_3.grid(row=1, column=2, padx= 10, pady= 10)  button\_4.grid(row=2, column=2, padx= 10, pady= 10) |
|  | # Geometry 8, apply padding, button\_1, padx= 20, pady= 20  button\_1.grid(row=1, column=1, padx= 20, pady= 20)  button\_2.grid(row=2, column=1, padx= 10, pady= 10)  button\_3.grid(row=1, column=2, padx= 10, pady= 10)  button\_4.grid(row=2, column=2, padx= 10, pady= 10) |
|  | # Geometry 9, apply padding  button\_1.grid(padx= 0, pady= 5)  button\_2.grid(row= 2, column= 2, padx= 10, pady= 15)  button\_3.grid(padx= 20, pady= 25)  button\_4.grid(row= 4, column= 4, padx= 30, pady= 35) |