CHAPTER

TWENTYONE

LAYOUT

Rich offers a *Layout* class which can be used to divide the screen area in to parts, where each part may contain independent content. It can be used with *Live Display* to create full-screen "applications" but may be used standalone.

To see an example of a Layout, run the following from the command line:

```
python -m rich.layout
```

21.1 Creating layouts

To define a layout, construct a Layout object and print it:

```
from rich import print
from rich.layout import Layout

layout = Layout()
print(layout)
```

This will draw a box the size of the terminal with some information regarding the layout. The box is a "placeholder" because we have yet to add any content to it. Before we do that, let's create a more interesting layout by calling the *split_column()* method to divide the layout in to two sub-layouts:

```
layout.split_column(
    Layout(name="upper"),
    Layout(name="lower")
)
print(layout)
```

This will divide the terminal screen in to two equal sized portions, one on top of the other. The `name` attribute is an internal identifier we can use to look up the sub-layout later. Let's use that to create another split, this time we will call *split_row()* to split the lower layout in to a row of two sub-layouts:

```
layout["lower"].split_row(
    Layout(name="left"),
    Layout(name="right"),
)
print(layout)
```

You should now see the screen area divided in to 3 portions; an upper half and a lower half that is split in to two quarters.

You can continue to call split() in this way to create as many parts to the screen as you wish.