Python Tkinter Tutorial Extended

Moving with ".place"

The .place method in Tkinter is used to position widgets used in the code around a frame or a main window. Using .place allows you to precisely define the coordinates (x, y) for where you want your widgets to go specifically.

> ➔ ***example_widget*** *refers to any widget you may use in your code*

```python
# positioning using the x-values and y-values
example_widget.place(x=50, y=30)

# Positioning using relative X and relative Y
example_widget.place(relx=0.5, rely=0.5, anchor='center')

# Changing the width and height
example_widget.place(x=10, y=10, width=200, height=30)
```

- You can either use absolute coordinates (x, y) or relative coordinates (relx, rely), never both.
- relx controls the horizontal position (left to right) of an element/widget, and rely controls the vertical position (top to bottom).
- The anchor option is useful for positioning your widget based on a reference point. For example the center of the main screen

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WHY use .place instead of Grid ?

I used .place so that I can have direct and easy control in poisoning my widgets that I used rather than confining them to limited grids. This was the best option for me since I needed absolut locations to where my widgets should be so I can ensure that game design is clean, understandable and usable. Given the size of animate objects and visual components, it would be difficult to determine multiple columns/rows to confine the objects to.