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| **import** tkinter  mainwindow = tkinter.Tk() mainwindow.title(**"Ivy is soft"**)  label=tkinter.Label(mainwindow, text=**"cat"**) label.grid(row = 0, column = 0)  leftframe = tkinter.Frame(mainwindow) leftframe.grid(row = 2, column = 0) *#bcz it belongs to canvas* canvas = tkinter.Canvas(leftframe, relief = **'raised'**, borderwidth = 1) canvas.grid(row = 2, column = 0)  righframe = tkinter.Frame(mainwindow) righframe.grid(row = 2, column = 1)  button = tkinter.Button(righframe, text = **"Button1"**) button1 = tkinter.Button(righframe, text = **"Button2"**) button2 = tkinter.Button(righframe, text = **"Button3"**) button.grid(row = 0, column = 1) button1.grid(row = 1, column = 1) button2.grid(row = 2, column = 1)  mainwindow.mainloop() | Ivy is soft |
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| **import** tkinter  mainwindow = tkinter.Tk() mainwindow.title(**"Ivy is soft"**)  label=tkinter.Label(mainwindow, text=**"cat"**) label.grid(row = 0, column = 0)  leftframe = tkinter.Frame(mainwindow) leftframe.grid(row = 2, column = 0) *#bcz it belongs to canvas* canvas = tkinter.Canvas(leftframe, relief = **'raised'**, borderwidth = 1) canvas.grid(row = 2, column = 0)  righframe = tkinter.Frame(mainwindow) righframe.grid(row = 2, column = 1, sticky=**'n'**) *#sticky works as anker point in pack* button = tkinter.Button(righframe, text = **"Button1"**) button1 = tkinter.Button(righframe, text = **"Button2"**) button2 = tkinter.Button(righframe, text = **"Button3"**) button.grid(row = 0, column = 1) button1.grid(row = 1, column = 1, sticky=**'ew'**) button2.grid(row = 2, column = 1)  *#configure the columns* mainwindow.columnconfigure(0, weight=1) #col=0, and its weight = 1 mainwindow.columnconfigure(1, weight=1) mainwindow.columnconfigure(2, weight=1)  *#showing borders* leftframe.config(relief=**'sunken'**, borderwidth=1) righframe.config(relief=**"sunken"**, borderwidth=1) leftframe.grid(sticky=**'ns'**) righframe.grid(sticky=**'new'**)   mainwindow.mainloop() | Ivy is soft |
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