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| **import** tkinter  print(tkinter.TclVersion) print(tkinter.TkVersion)  *# tkinter.\_test()* tk\_shit=tkinter.Tk() tk\_shit.title(**"ivy's ass"**) tk\_shit.geometry(**"600x600"**) tk\_shit.mainloop()  mainwindow=tkinter.Tk() lable=tkinter.Label(mainwindow, text=**"Hello bitch"**) lable.pack(side=**'top'**)  bod=tkinter.Canvas(mainwindow, relief=**'raised'**, borderwidth=1) *# bod.pack(sid='left', fill=tkinter.BOTH, expand=True)* bod.pack(side=**'left'**) *# bod.pack(side='left')* button1=tkinter.Button(mainwindow, text=**"Button\_1"**) button2=tkinter.Button(mainwindow, text=**"Button\_2"**) button3=tkinter.Button(mainwindow, text=**"Button\_3"**) button1.pack(side=**"left"**, anchor=**'n'**) button2.pack(side=**"left"**, anchor=**'s'**) button3.pack(side=**"left"**, anchor=**'e'**)  mainwindow.mainloop()  mainwindow=tkinter.Tk(); lable=tkinter.Label(mainwindow, text=**"Hello bitch"**) lable.pack(side=**'bottom'**)  left\_frame=tkinter.Frame(mainwindow, relief=**'raised'**, borderwidth=1) left\_frame.pack(side=**'left'**, anchor=**'n'**)  canvas=tkinter.Canvas(left\_frame, relief=**'raised'**) canvas.pack()  right\_frame=tkinter.Frame(mainwindow, relief=**'raised'**) right\_frame.pack(anchor=**'n'**)  button1=tkinter.Button(right\_frame, text=**"Button\_1"**) button2=tkinter.Button(right\_frame, text=**"Button\_2"**) button3=tkinter.Button(right\_frame, text=**"Button\_3"**) button1.pack(side=**"top"**) button2.pack(side=**"top"**) button3.pack(side=**"top"**)  mainwindow.mainloop() | tk |