Tkinter Cheat sheet

Importing Tkinter:

```python
from tkinter import *
```

Basic Structure Of Tkinter:

```python
from tkinter import *
root=Tk()

# gui logic begins here

root.mainloop()
```

Setting Geometry:

```python
# Width x Height
imaginary_tech_root.geometry("644x434")
```

Setting min and max height and width:

```python
# width, height
imaginary_tech_root.minsize(300,100)

# width, height
imaginary_tech_root.maxsize(1200, 988)
```

Labelling in Tkinter:

```python
shakaib = Label(text="Shakaib is a good boy and this is his GUI")
shakaib.pack()
```

Displaying Png images:

```python
mahmudul_root.geometry("1255x944")
photo = PhotoImage(file="1.png")
```

Displaying Jpg Imgaes:

```python
image = Image.open("photo.jpg")
photo = ImageTk.PhotoImage(image)

varun_label = Label(image=photo)
varun_label.pack()
```

Attribute Of label:

```
 text - adds the text
bd - background
 fg - foreground
font - sets the font
 1. font=("comicsansms", 19, "bold")
2. font="comicsansms 19 bold"

padx - x padding
pady - y padding
relief - border styling - SUNKEN, RAISED, GROOVE, RIDGE
```

Attribute of Pack:

```
anchor = nw
side = top, bottom, left, right
fill
padx
pady
```

Adding Frame In Tkinter:

```python
f1 = Frame(root, bg="grey", borderwidth=6, relief=SUNKEN)
f1.pack(side=LEFT, fill="y")
```

Adding Text In Frame:

```python
l = Label(f1, text="Project Tkinter - Pycharm")
l.pack( pady=142)
```

Adding Button in Tkinter:

```python
b1 = Button(frame, fg="red", text="Print now", command=hello)
b1.pack(side=LEFT, padx=23)
```

Using grid Layout:

```python
user = Label(root, text="Username")
password = Label(root, text="Password")
user.grid()
password.grid(row=1)
```

Using Entry Widget:

```python
# Variable classes in tkinter
# BooleanVar, DoubleVar, IntVar, StringVar

uservalue = StringVar()
passvalue = StringVar()

userentry = Entry(root, textvariable = uservalue)
passentry = Entry(root, textvariable = passvalue)

userentry.grid(row=0, column=1)
passentry.grid(row=1, column=1)

Button(text="Submit", command=getvals).grid()
```

Check Button:

```python
foodservice = Checkbutton(text="Want to prebook your meals?", variable = foodservicevalue)
foodservice.grid(row=6, column=3)
```

Creating Canvas Widget:

```python
can_widget = Canvas(root, width=canvas_width, height=canvas_height)
can_widget.pack()
```

Create Line Using Canvas Widget:

```python
can_widget.create_line(0, 0, 800, 400, fill="red")
```

Creating rectangle using canvas widget:

```python
can_widget.create_rectangle(3, 5, 700, 300, fill="blue")
```

Creating text using canvas widget:

```python
can_widget.create_text(200, 200, text="python")
```

Creating Oval using canvas widget:

```
can_widget.create_oval(344,233,244,355)
```

Using Bind function in Handling Events:

```
widget.bind('<Button-1>', harry)
widget.bind('<Double-1>', quit)
```

```
can_widget.create_oval(344,233,244,355)
```