**How to Close a Tkinter Window With a Button?**

**Prerequisites:** [Tkinter](https://www.geeksforgeeks.org/python-tkinter-tutorial/)

Python’s Tkinter module offers the Button function to create a button in a Tkinter Window to execute any task once the button is clicked. The task can be assigned in the *command*parameter of **Button()** function. Given below are various methods by which this can be achieved.

**Method 1: Using destroy() Non-Class method**

**Approach:**

* Import tkinter module.
* Create a main window named root.
* Add a button.
* Assign **root.destroy** to the command attribute of that button.

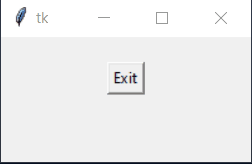
**Example:***Using destroy() directly in command attribute*

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| --- |
| # Python program to create a close button  # using destroy Non-Class method  from tkinter import \*    # Creating the tkinter window  root = Tk()  root.geometry("200x100")    # Button for closing  exit\_button = Button(root, text="Exit", command=root.destroy)  exit\_button.pack(pady=20)    root.mainloop() |

**Example:***Using destroy() in a function*

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| --- |
| # Python program to create a close button  # using destroy Non-Class method  from tkinter import \*    # Creating the tkinter window  root = Tk()  root.geometry("200x100")    # Function for closing window    def Close():      root.destroy()    # Button for closing  exit\_button = Button(root, text="Exit", command=Close)  exit\_button.pack(pady=20)    root.mainloop() |

**Output:**



**Method 2: Using destroy() Class method**

**Approach:**

* Import tkinter module.
* Create a tkinter window class.
* Create a main window named root.
* Add a button.
* Assign **root.destroy** to the command attribute of that button.

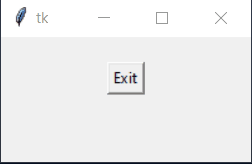
**Example:***Using destroy() directly in command attribute*

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| --- |
| # Python program to create a close button  # using destroy Class method  from tkinter import \*    # Class for tkinter window    class Window():      def \_\_init\_\_(self):            # Creating the tkinter Window          self.root = Tk()          self.root.geometry("200x100")            # Button for closing          exit\_button = Button(self.root, text="Exit", command=self.root.destroy)          exit\_button.pack(pady=20)            self.root.mainloop()    # Running test window  test = Window() |

**Example:***Using destroy() in a function*

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| --- |
| # Python program to create a close button  # using destroy Class method  from tkinter import \*    # Class for tkinter window    class Window():      def \_\_init\_\_(self):            # Creating the tkinter Window          self.root = Tk()          self.root.geometry("200x100")            # Button for closing          exit\_button = Button(self.root, text="Exit", command=self.Close)          exit\_button.pack(pady=20)            self.root.mainloop()        # Function for closing window      def Close(self):          self.root.destroy()    # Running test window  test = Window() |

**Output:**



**Method 3: Using quit() method**

This method doesn’t work properly if you’re calling your Tkinter app from IDLE as quit() will terminate the whole TCL interpreter and cause the mainloop to exit leaving all the widgets intact. So, it is better to use quit() if you’re using any other editor/interpreter other than IDLE. Or, you can use exit() function after mainloop to exit from the Python program.

It is not recommended to use **quit()** if your Tkinter application is executed from **IDLE**as it will close the interpreter leaving the program running with all its widgets. It is also mainly not recommended because it may fail in some interpreters.

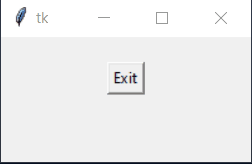
**Approach:**

* Import tkinter module.
* Create a main window named root.
* Add a button.
* Assign **root.quit**to the command attribute of that button.
* Add exit() function after calling the mainloop

**Example:**

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| --- |
| # Python program to create a close button  # using quit method  from tkinter import \*    # Creating the tkinter window  root = Tk()  root.geometry("200x100")    # Button for closing  exit\_button = Button(root, text="Exit", command=root.quit)  exit\_button.pack(pady=20)    root.mainloop()  exit(0) |

**Output:**



*Output in Normal Editor (VS Code)*