

Curso de Python

WIDGETS

Controladores de geometría:

Son métodos que nos permiten organizar y posicionar los widgets en nuestras interfaces gráficas. Hay tres: pack(), grid(), place()

•	tk			_
(0, 0)	(0, 1)	(0, 2)	(0, 3)	(0, 4)
(1, 0)	(1, 1)	(1, 2)	(1, 3)	(1, 4)
(2, 0)	(2, 1)	(2, 2)	(2, 3)	(2, 4)
(3, 0)	(3, 1)	(3, 2)	(3, 3)	(3, 4)
(4, 0)	(4, 1)	(4, 2)	(4, 3)	(4, 4)



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grid()

Cuadrícula o rejilla

•		tk		_ 🗆 X
(0, 0)	(0, 1)	(0, 2)	(0, 3)	(0, 4)
(1, 0)	(1, 1)	(1, 2)	(1, 3)	(1, 4)
(2, 0)	(2, 1)	(2, 2)	(2, 3)	(2, 4)
(3, 0)	(3, 1)	(3, 2)	(3, 3)	(3, 4)
(4, 0)	(4, 1)	(4, 2)	(4, 3)	(4, 4)

Cómo se aplica ? widget.grid(row, col)

boton.grid(row=0, column=0)
marco.grid(row=1, column=1)
Boton_radio.grid(row=2, column=2)

root.grid_rowconfigure(0, weight=1)
root.grid_columnconfigure(0, weight=1)

Reconfigura la cuadrícula cuando la ventana se redimensiona.