



6. Label

This widget implements a display box where you can place text or images. The text displayed by this widget can be updated at any time you want.

It is also possible to underline part of the text (like to identify a keyboard shortcut) and span the text across multiple lines.

Syntax

Here is the simple syntax to create this widget:

```
w = Label ( master, option, ... )
```

Parameters

- **master:** This represents the parent window.
- **options:** Here is the list of most commonly used options for this widget. These options can be used as key-value pairs separated by commas.

Option	Description
anchor	This options controls where the text is positioned if the widget has more space than the text needs. The default is anchor=CENTER, which centers the text in the available space.
bg	The normal background color displayed behind the label and indicator.
bitmap	Set this option equal to a bitmap or image object and the label will display that graphic.
bd	The size of the border around the indicator. Default is 2 pixels.
cursor	If you set this option to a cursor name (<i>arrow, dot etc.</i>), the mouse cursor will change to that pattern when it is over the checkbutton.