

Identifies the widget element at the given location.

index(index)

Returns the absolute value of an index based on the given index.

insert(index [,string]...)

This method inserts strings at the specified index location.

invoke(element)

Invokes a spinbox button.

Example

Try the following example yourself:

```
from Tkinter import *

master = Tk()

w = Spinbox(master, from_=0, to=10)
w.pack()

mainloop()
```

When the above code is executed, it produces the following result:



17.PanelWindow