

Widget classes

There are many different widget classes built into `tkinter` – they should be familiar to you from other GUIs:

- A `Frame` is a container widget which is placed inside a window, which can have its own border and background – it is used to group related widgets together in an application's layout.
- `Toplevel` is a container widget which is displayed as a separate window.
- `Canvas` is a widget for drawing graphics. In advanced usage, it can also be used to create custom widgets – because we can draw anything we like inside it, and make it interactive.
- `Text` displays formatted text, which can be editable and can have embedded images.
- A `Button` usually maps directly onto a user action – when the user clicks on a button, something should happen.
- A `Label` is a simple widget which displays a short piece of text or an image, but usually isn't interactive.
- A `Message` is similar to a `Label`, but is designed for longer bodies of text which need to be wrapped.
- A `Scrollbar` allows the user to scroll through content which is too large to be visible all at once.
- `Checkbutton`, `Radiobutton`, `Listbox`, `Entry` and `Scale` are different kinds of input widgets – they allow the user to enter information into the program.
- `Menu` and `Menubutton` are used to create pull-down menus.