



Tkinter Widgets & Attributes | Python Tkinter GUI Tutorial In Hindi #3



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We saw how you could easily create the main window in just three easy steps in the previous tutorial. Obviously, the main window alone is of no use; if we want to create a useful GUI application, we need to add different buttons & widgets. This is what I will be teaching in this tutorial. So without any further ado, let's jump to the concepts:

- The **Graphical user interface (GUI)** is used by today's most commercially popular computer operating systems and software programs. It's the kind of interface that allows users to manipulate elements on the screen using a mouse, a stylus, or even a finger.
- **Widgets** are the basic building blocks for graphical user interface (GUI) applications. Each GUI component (e.g., buttons, labels) is a *widget* that is placed somewhere within a user interface window or is displayed as

an independent window.

- *Tkinter* also offers access to the widgets' geometric configuration, which can organize the widgets in the parent windows. There are mainly three geometry manager classes.
 1. **pack() method:** It organizes the widgets in blocks before placing them in the parent widget.
 2. **grid() method:** Before placing them in the parent widget, it organizes the widgets in the grid (table-like structure).
 3. **place() method:** It organizes the widgets by placing them on specific positions directed by the programmer.
- In Python, almost every widget object has several *attributes*. Here, we'll talk about standard widget attributes, including cursors, reliefs, colors, and fonts.
 1. **Tkinter Widget state:** The state of the widget is defined by state attributes. **NORMAL, ACTIVE, and DISABLED** are the values of the attributes.
 2. **Tkinter Widget padding:** *padx* and *pady*—these two attributes come under the category of widget padding, and they are responsible for adding extra horizontal and vertical space to the widget. The *padx* and *pady* attributes add space between the buttons.
 3. **Tkinter Background colors:** The background colors of widgets can be set with the background attributes. It can be abbreviated to **bg**.
 4. **Width & Height:** The *width* and *height* attributes set the width and height of the widget.
 5. **Tkinter Fonts:** For working with fonts, it has a *font* module. It has some built-in fonts such as *TkToolTipFont*, *TkDefaultFont*.
 6. **Tkinter Cursors:** The *cursor* in Tkinter is set with the cursor
 7. **Tkinter Reliefs:** A *relief* is a border decoration. The possible values are **SUNKEN, RAISED, GROOVE, RIDGE, and FLAT**.

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