

interactive

Jupyter Notebook like Gtk wrapper class.

You can create Scalebar, Switch, ComboBox via simple interface.

usage example:

```
>>> from gtk_wrapper import interactive
>>> def f(a, b=20):
...     return a + b
...
>>> w = interactive(f, a=(0, 20), b=20)
```

(you can add buttons and label here manually)

(then, you should add the next line)

```
>>> w.display()
```

```
(and you can get the result for f(a, b) by)
32
```

(or get the arguments with a dictionary)

```
>>> w.result
>>> w.kwargs
{'a': 8, 'b': 24}
```

Modules

[gi.repository.Gtk](#)[inspect](#)

Classes

[gi.overrides.Gtk.Window](#)([gi.repository.Gtk.Window](#))[Interactive](#)**class [Interactive](#)**([gi.overrides.Gtk.Window](#))

Method resolution order:

[Interactive](#)
[gi.overrides.Gtk.Window](#)
[gi.repository.Gtk.Window](#)
[gi.repository.Gtk.Bin](#)
[gi.overrides.Gtk.Container](#)
[gi.repository.Gtk.Container](#)
[gi.overrides.Gtk.Widget](#)
[gi.repository.Gtk.Widget](#)
[gi.repository.GObject.InitiallyUnowned](#)
[gi.overrides.GObject.Object](#)
[gi.repository.GObject.Object](#)
[gi._gobject._gobject.GObject](#)
[gi.repository.Atk.ImplementorIface](#)
[gi.repository.Gtk.Buildable](#)
[gobject.GInterface](#)
[__builtin__.object](#)

Methods defined here:

`__init__`(self, func, title='title', **kwargs)**`add_label`**(self, kw, parent)**`combobox_dict`**(self, kw, arg)**`combobox_str`**(self, kw, arg)**`display`**(self)**`scale_bar`**(self, kw, arg, argtype)**`set_value`**(self, kw, new_value)**`status_change`**(self)**`switch`**(self, kw, arg)

type_check(self, arg)

Data and other attributes defined here:

__gtype__ = <GType interactive+Interactive (35212032)>

Data and other attributes inherited from [gi.overrides.Gtk.Window](#):

__gsignals__ = {}

Data descriptors inherited from gi.repository.Gtk.Window:

bin

priv

Data and other attributes inherited from gi.repository.Gtk.Window:

__info__ = ObjectInfo(Window)

activate_default = gi.FunctionInfo(activate_default)

activate_focus = gi.FunctionInfo(activate_focus)

activate_key = gi.FunctionInfo(activate_key)

add_accel_group = gi.FunctionInfo(add_accel_group)

add_mnemonic = gi.FunctionInfo(add_mnemonic)

begin_move_drag = gi.FunctionInfo(begin_move_drag)

begin_resize_drag = gi.FunctionInfo(begin_resize_drag)

close = gi.FunctionInfo(close)

deiconify = gi.FunctionInfo(deiconify)

do_activate_default = gi.VFuncInfo(activate_default)

do_activate_focus = gi.VFuncInfo(activate_focus)

do_enable_debugging = gi.VFuncInfo(enable_debugging)

do_keys_changed = gi.VFuncInfo(keys_changed)

do_set_focus = gi.VFuncInfo(set_focus)

fullscreen = gi.FunctionInfo(fullscreen)

fullscreen_on_monitor = gi.FunctionInfo(fullscreen_on_monitor)

get_accept_focus = gi.FunctionInfo(get_accept_focus)

get_application = gi.FunctionInfo(get_application)

get_attached_to = gi.FunctionInfo(get_attached_to)

get_decorated = gi.FunctionInfo(get_decorated)

get_default_icon_list = gi.FunctionInfo(get_default_icon_list)

get_default_icon_name = gi.FunctionInfo(get_default_icon_name)

get_default_size = gi.FunctionInfo(get_default_size)

get_default_widget = gi.FunctionInfo(get_default_widget)

get_deletable = gi.FunctionInfo(get_deletable)

get_destroy_with_parent = gi.FunctionInfo(get_destroy_with_parent)

get_focus = gi.FunctionInfo(get_focus)

get_focus_on_map = gi.FunctionInfo(get_focus_on_map)

get_focus_visible = gi.FunctionInfo(get_focus_visible)

```
get_gravity = gi.FunctionInfo(get_gravity)

get_group = gi.FunctionInfo(get_group)

get_has_resize_grip = gi.FunctionInfo(get_has_resize_grip)

get_hide_titlebar_when_maximized = gi.FunctionInfo(get_hide_titlebar_when_maximized)

get_icon = gi.FunctionInfo(get_icon)

get_icon_list = gi.FunctionInfo(get_icon_list)

get_icon_name = gi.FunctionInfo(get_icon_name)

get_mnemonic_modifier = gi.FunctionInfo(get_mnemonic_modifier)

get_mnemonics_visible = gi.FunctionInfo(get_mnemonics_visible)

get_modal = gi.FunctionInfo(get_modal)

get_opacity = gi.FunctionInfo(get_opacity)

get_position = gi.FunctionInfo(get_position)

get_resizable = gi.FunctionInfo(get_resizable)

get_resize_grip_area = gi.FunctionInfo(get_resize_grip_area)

get_role = gi.FunctionInfo(get_role)

get_screen = gi.FunctionInfo(get_screen)

get_size = gi.FunctionInfo(get_size)

get_skip_pager_hint = gi.FunctionInfo(get_skip_pager_hint)

get_skip_taskbar_hint = gi.FunctionInfo(get_skip_taskbar_hint)

get_title = gi.FunctionInfo(get_title)

get_titlebar = gi.FunctionInfo(get_titlebar)

get_transient_for = gi.FunctionInfo(get_transient_for)

get_type_hint = gi.FunctionInfo(get_type_hint)

get_urgency_hint = gi.FunctionInfo(get_urgency_hint)

get_window_type = gi.FunctionInfo(get_window_type)

has_group = gi.FunctionInfo(has_group)

has_toplevel_focus = gi.FunctionInfo(has_toplevel_focus)

iconify = gi.FunctionInfo(iconify)

is_active = gi.FunctionInfo(is_active)

is_maximized = gi.FunctionInfo(is_maximized)

list_toplevels = gi.FunctionInfo(list_toplevels)

maximize = gi.FunctionInfo(maximize)

mnemonic_activate = gi.FunctionInfo(mnemonic_activate)

move = gi.FunctionInfo(move)

new = gi.FunctionInfo(new)

parse_geometry = gi.FunctionInfo(parse_geometry)

present = gi.FunctionInfo(present)

present_with_time = gi.FunctionInfo(present_with_time)

propagate_key_event = gi.FunctionInfo(propagate_key_event)

remove_accel_group = gi.FunctionInfo(remove_accel_group)
```

```
remove_mnemonic = gi.FunctionInfo(remove_mnemonic)

reshow_with_initial_size = gi.FunctionInfo(reshow_with_initial_size)

resize = gi.FunctionInfo(resize)

resize_grip_is_visible = gi.FunctionInfo(resize_grip_is_visible)

resize_to_geometry = gi.FunctionInfo(resize_to_geometry)

set_accept_focus = gi.FunctionInfo(set_accept_focus)

set_application = gi.FunctionInfo(set_application)

set_attached_to = gi.FunctionInfo(set_attached_to)

set_auto_startup_notification = gi.FunctionInfo(set_auto_startup_notification)

set_decorated = gi.FunctionInfo(set_decorated)

set_default = gi.FunctionInfo(set_default)

set_default_geometry = gi.FunctionInfo(set_default_geometry)

set_default_icon = gi.FunctionInfo(set_default_icon)

set_default_icon_from_file = gi.FunctionInfo(set_default_icon_from_file)

set_default_icon_list = gi.FunctionInfo(set_default_icon_list)

set_default_icon_name = gi.FunctionInfo(set_default_icon_name)

set_default_size = gi.FunctionInfo(set_default_size)

set_deletable = gi.FunctionInfo(set_deletable)

set_destroy_with_parent = gi.FunctionInfo(set_destroy_with_parent)

set_focus = gi.FunctionInfo(set_focus)

set_focus_on_map = gi.FunctionInfo(set_focus_on_map)

set_focus_visible = gi.FunctionInfo(set_focus_visible)

set_geometry_hints = gi.FunctionInfo(set_geometry_hints)

set_gravity = gi.FunctionInfo(set_gravity)

set_has_resize_grip = gi.FunctionInfo(set_has_resize_grip)

set_has_user_ref_count = gi.FunctionInfo(set_has_user_ref_count)

set_hide_titlebar_when_maximized = gi.FunctionInfo(set_hide_titlebar_when_maximized)

set_icon = gi.FunctionInfo(set_icon)

set_icon_from_file = gi.FunctionInfo(set_icon_from_file)

set_icon_list = gi.FunctionInfo(set_icon_list)

set_icon_name = gi.FunctionInfo(set_icon_name)

set_interactive_debugging = gi.FunctionInfo(set_interactive_debugging)

set_keep_above = gi.FunctionInfo(set_keep_above)

set_keep_below = gi.FunctionInfo(set_keep_below)

set_mnemonic_modifier = gi.FunctionInfo(set_mnemonic_modifier)

set_mnemonics_visible = gi.FunctionInfo(set_mnemonics_visible)

set_modal = gi.FunctionInfo(set_modal)

set_opacity = gi.FunctionInfo(set_opacity)

set_position = gi.FunctionInfo(set_position)

set_resizable = gi.FunctionInfo(set_resizable)
```

set_role = gi.FunctionInfo(set_role)
set_screen = gi.FunctionInfo(set_screen)
set_skip_pager_hint = gi.FunctionInfo(set_skip_pager_hint)
set_skip_taskbar_hint = gi.FunctionInfo(set_skip_taskbar_hint)
set_startup_id = gi.FunctionInfo(set_startup_id)
set_title = gi.FunctionInfo(set_title)
set_titlebar = gi.FunctionInfo(set_titlebar)
set_transient_for = gi.FunctionInfo(set_transient_for)
set_type_hint = gi.FunctionInfo(set_type_hint)
set_urgency_hint = gi.FunctionInfo(set_urgency_hint)
set_wmclass = gi.FunctionInfo(set_wmclass)
stick = gi.FunctionInfo(stick)
unfullscreen = gi.FunctionInfo(unfullscreen)
unmaximize = gi.FunctionInfo(unmaximize)
unstick = gi.FunctionInfo(unstick)

Data descriptors inherited from [gi.repository.Gtk.Bin](#):

container

Data and other attributes inherited from [gi.repository.Gtk.Bin](#):

get_child = gi.FunctionInfo(get_child)

Methods inherited from [gi.overrides.Gtk.Container](#):

__bool__(self)
__contains__(self, child)
__iter__(self)
__len__(self)
__nonzero__ = **__bool__**(self)
child_get(self, child, *prop_names)
Returns a list of child property values for the given names.
child_get_property(self, child, property_name, value=None)
child_set(self, child, **kwargs)
Set a child properties on the given child to key/value pairs.
get_focus_chain(*args, **kwargs)

Class methods inherited from [gi.repository.Gtk.Container](#):

find_child_property(...) from [gi.types.GObjectMeta](#)
[find_child_property](#)(self, property_name:str) -> GObject.ParamSpec or None
handle_border_width(...) from [gi.types.GObjectMeta](#)
[handle_border_width](#)(self)
install_child_properties(...) from [gi.types.GObjectMeta](#)
[install_child_properties](#)(self, pspecs:list)
install_child_property(...) from [gi.types.GObjectMeta](#)
[install_child_property](#)(self, property_id:int, pspec:GObject.ParamSpec)
list_child_properties(...) from [gi.types.GObjectMeta](#)
[list_child_properties](#)(self) -> list, n_properties:int

Data descriptors inherited from [gi.repository.Gtk.Container](#):

widget

Data and other attributes inherited from `gi.repository.Gtk.Container`:

```
add = gi.FunctionInfo(add)
check_resize = gi.FunctionInfo(check_resize)
child_notify = gi.FunctionInfo(child_notify)
child_notify_by_pspec = gi.FunctionInfo(child_notify_by_pspec)
child_set_property = gi.FunctionInfo(child_set_property)
child_type = gi.FunctionInfo(child_type)
do_add = gi.VFuncInfo(add)
do_check_resize = gi.VFuncInfo(check_resize)
do_child_type = gi.VFuncInfo(child_type)
do_composite_name = gi.VFuncInfo(composite_name)
do_forall = gi.VFuncInfo(forall)
do_get_child_property = gi.VFuncInfo(get_child_property)
do_get_path_for_child = gi.VFuncInfo(get_path_for_child)
do_remove = gi.VFuncInfo(remove)
do_set_child_property = gi.VFuncInfo(set_child_property)
do_set_focus_child = gi.VFuncInfo(set_focus_child)
forall = gi.FunctionInfo(forall)
foreach = gi.FunctionInfo(foreach)
get_border_width = gi.FunctionInfo(get_border_width)
get_children = gi.FunctionInfo(get_children)
get_focus_child = gi.FunctionInfo(get_focus_child)
get_focus_hadjustment = gi.FunctionInfo(get_focus_hadjustment)
get_focus_vadjustment = gi.FunctionInfo(get_focus_vadjustment)
get_path_for_child = gi.FunctionInfo(get_path_for_child)
get_resize_mode = gi.FunctionInfo(get_resize_mode)
propagate_draw = gi.FunctionInfo(propagate_draw)
remove = gi.FunctionInfo(remove)
resize_children = gi.FunctionInfo(resize_children)
set_border_width = gi.FunctionInfo(set_border_width)
set_focus_chain = gi.FunctionInfo(set_focus_chain)
set_focus_child = gi.FunctionInfo(set_focus_child)
set_focus_hadjustment = gi.FunctionInfo(set_focus_hadjustment)
set_focus_vadjustment = gi.FunctionInfo(set_focus_vadjustment)
set_reallocate_redraws = gi.FunctionInfo(set_reallocate_redraws)
set_resize_mode = gi.FunctionInfo(set_resize_mode)
unset_focus_chain = gi.FunctionInfo(unset_focus_chain)
```

Methods inherited from [gi.overrides.Gtk.Widget](#):

drag_dest_set_target_list(self, target_list)
drag_source_set_target_list(self, target_list)
style_get_property(self, property_name, value=None)
translate_coordinates(*args, **kwargs)

Class methods inherited from gi.repository.Gtk.Widget:

bind_template_callback_full(...) from [gi.types.GObjectMeta](#)
[bind_template_callback_full](#)(self, callback_name:str, callback_symbol:GObject.Callback)
bind_template_child_full(...) from [gi.types.GObjectMeta](#)
[bind_template_child_full](#)(self, name:str, internal_child:bool, struct_offset:int)
find_style_property(...) from [gi.types.GObjectMeta](#)
[find_style_property](#)(self, property_name:str) -> GObject.ParamSpec
install_style_property(...) from [gi.types.GObjectMeta](#)
[install_style_property](#)(self, pspec:GObject.ParamSpec)
list_style_properties(...) from [gi.types.GObjectMeta](#)
[list_style_properties](#)(self) -> list, n_properties:int
set_accessible_role(...) from [gi.types.GObjectMeta](#)
[set_accessible_role](#)(self, role:Atk.Role)
set_accessible_type(...) from [gi.types.GObjectMeta](#)
[set_accessible_type](#)(self, type:GType)
set_connect_func(...) from [gi.types.GObjectMeta](#)
[set_connect_func](#)(self, connect_func:Gtk.BuilderConnectFunc, connect_data=None)
set_template(...) from [gi.types.GObjectMeta](#)
[set_template](#)(self, template_bytes:GLib.Bytes)
set_template_from_resource(...) from [gi.types.GObjectMeta](#)
[set_template_from_resource](#)(self, resource_name:str)

Data descriptors inherited from gi.repository.Gtk.Widget:

parent_instance

Data and other attributes inherited from gi.repository.Gtk.Widget:

activate = gi.FunctionInfo(activate)
add_accelerator = gi.FunctionInfo(add_accelerator)
add_device_events = gi.FunctionInfo(add_device_events)
add_events = gi.FunctionInfo(add_events)
add_mnemonic_label = gi.FunctionInfo(add_mnemonic_label)
add_tick_callback = gi.FunctionInfo(add_tick_callback)
can_activate_accel = gi.FunctionInfo(can_activate_accel)
child_focus = gi.FunctionInfo(child_focus)
class_path = gi.FunctionInfo(class_path)
compute_expand = gi.FunctionInfo(compute_expand)
create_pango_context = gi.FunctionInfo(create_pango_context)
create_pango_layout = gi.FunctionInfo(create_pango_layout)
destroy = gi.FunctionInfo(destroy)
destroyed = gi.FunctionInfo(destroyed)
device_is_shadowed = gi.FunctionInfo(device_is_shadowed)
do_adjust_baseline_allocation = gi.VFuncInfo(adjust_baseline_allocation)
do_adjust_baseline_request = gi.VFuncInfo(adjust_baseline_request)


```
do_adjust_size_allocation = gi.VFuncInfo(adjust_size_allocation)
do_adjust_size_request = gi.VFuncInfo(adjust_size_request)
do_button_press_event = gi.VFuncInfo(button_press_event)
do_button_release_event = gi.VFuncInfo(button_release_event)
do_can_activate_accel = gi.VFuncInfo(can_activate_accel)
do_child_notify = gi.VFuncInfo(child_notify)
do_composited_changed = gi.VFuncInfo(composited_changed)
do_compute_expand = gi.VFuncInfo(compute_expand)
do_configure_event = gi.VFuncInfo(configure_event)
do_damage_event = gi.VFuncInfo(damage_event)
do_delete_event = gi.VFuncInfo(delete_event)
do_destroy = gi.VFuncInfo(destroy)
do_destroy_event = gi.VFuncInfo(destroy_event)
do_direction_changed = gi.VFuncInfo(direction_changed)
do_dispatch_child_properties_changed = gi.VFuncInfo(dispatch_child_properties_changed)
do_drag_begin = gi.VFuncInfo(drag_begin)
do_drag_data_delete = gi.VFuncInfo(drag_data_delete)
do_drag_data_get = gi.VFuncInfo(drag_data_get)
do_drag_data_received = gi.VFuncInfo(drag_data_received)
do_drag_drop = gi.VFuncInfo(drag_drop)
do_drag_end = gi.VFuncInfo(drag_end)
do_drag_failed = gi.VFuncInfo(drag_failed)
do_drag_leave = gi.VFuncInfo(drag_leave)
do_drag_motion = gi.VFuncInfo(drag_motion)
do_draw = gi.VFuncInfo(draw)
do_enter_notify_event = gi.VFuncInfo(enter_notify_event)
do_event = gi.VFuncInfo(event)
do_focus = gi.VFuncInfo(focus)
do_focus_in_event = gi.VFuncInfo(focus_in_event)
do_focus_out_event = gi.VFuncInfo(focus_out_event)
do_get_accessible = gi.VFuncInfo(get_accessible)
do_get_preferred_height = gi.VFuncInfo(get_preferred_height)
do_get_preferred_height_and_baseline_for_width =
gi.VFuncInfo(get_preferred_height_and_baseline_for_width)
do_get_preferred_height_for_width = gi.VFuncInfo(get_preferred_height_for_width)
do_get_preferred_width = gi.VFuncInfo(get_preferred_width)
do_get_preferred_width_for_height = gi.VFuncInfo(get_preferred_width_for_height)
do_get_request_mode = gi.VFuncInfo(get_request_mode)
do_grab_broken_event = gi.VFuncInfo(grab_broken_event)
do_grab_focus = gi.VFuncInfo(grab_focus)
```



```
do_grab_notify = gi.VFuncInfo(grab_notify)

do_hide = gi.VFuncInfo(hide)

do_hierarchy_changed = gi.VFuncInfo(hierarchy_changed)

do_key_press_event = gi.VFuncInfo(key_press_event)

do_key_release_event = gi.VFuncInfo(key_release_event)

do_keynav_failed = gi.VFuncInfo(keynav_failed)

do_leave_notify_event = gi.VFuncInfo(leave_notify_event)

do_map = gi.VFuncInfo(map)

do_map_event = gi.VFuncInfo(map_event)

do_mnemonic_activate = gi.VFuncInfo(mnemonic_activate)

do_motion_notify_event = gi.VFuncInfo(motion_notify_event)

do_move_focus = gi.VFuncInfo(move_focus)

do_parent_set = gi.VFuncInfo(parent_set)

do_popup_menu = gi.VFuncInfo(popup_menu)

do_property_notify_event = gi.VFuncInfo(property_notify_event)

do_proximity_in_event = gi.VFuncInfo(proximity_in_event)

do_proximity_out_event = gi.VFuncInfo(proximity_out_event)

do_query_tooltip = gi.VFuncInfo(query_tooltip)

do_queue_draw_region = gi.VFuncInfo(queue_draw_region)

do_realize = gi.VFuncInfo(realize)

do_screen_changed = gi.VFuncInfo(screen_changed)

do_scroll_event = gi.VFuncInfo(scroll_event)

do_selection_clear_event = gi.VFuncInfo(selection_clear_event)

do_selection_get = gi.VFuncInfo(selection_get)

do_selection_notify_event = gi.VFuncInfo(selection_notify_event)

do_selection_received = gi.VFuncInfo(selection_received)

do_selection_request_event = gi.VFuncInfo(selection_request_event)

do_show = gi.VFuncInfo(show)

do_show_all = gi.VFuncInfo(show_all)

do_show_help = gi.VFuncInfo(show_help)

do_size_allocate = gi.VFuncInfo(size_allocate)

do_state_changed = gi.VFuncInfo(state_changed)

do_state_flags_changed = gi.VFuncInfo(state_flags_changed)

do_style_set = gi.VFuncInfo(style_set)

do_style_updated = gi.VFuncInfo(style_updated)

do_touch_event = gi.VFuncInfo(touch_event)

do_unmap = gi.VFuncInfo(unmap)

do_unmap_event = gi.VFuncInfo(unmap_event)

do_unrealize = gi.VFuncInfo(unrealize)

do_visibility_notify_event = gi.VFuncInfo(visibility_notify_event)
```

```
do_window_state_event = gi.VFuncInfo(window_state_event)

drag_begin = gi.FunctionInfo(drag_begin)

drag_begin_with_coordinates = gi.FunctionInfo(drag_begin_with_coordinates)

drag_check_threshold = gi.FunctionInfo(drag_check_threshold)

drag_dest_add_image_targets = gi.FunctionInfo(drag_dest_add_image_targets)

drag_dest_add_text_targets = gi.FunctionInfo(drag_dest_add_text_targets)

drag_dest_add_uri_targets = gi.FunctionInfo(drag_dest_add_uri_targets)

drag_dest_find_target = gi.FunctionInfo(drag_dest_find_target)

drag_dest_get_target_list = gi.FunctionInfo(drag_dest_get_target_list)

drag_dest_get_track_motion = gi.FunctionInfo(drag_dest_get_track_motion)

drag_dest_set = gi.FunctionInfo(drag_dest_set)

drag_dest_set_proxy = gi.FunctionInfo(drag_dest_set_proxy)

drag_dest_set_track_motion = gi.FunctionInfo(drag_dest_set_track_motion)

drag_dest_unset = gi.FunctionInfo(drag_dest_unset)

drag_get_data = gi.FunctionInfo(drag_get_data)

drag_highlight = gi.FunctionInfo(drag_highlight)

drag_source_add_image_targets = gi.FunctionInfo(drag_source_add_image_targets)

drag_source_add_text_targets = gi.FunctionInfo(drag_source_add_text_targets)

drag_source_add_uri_targets = gi.FunctionInfo(drag_source_add_uri_targets)

drag_source_get_target_list = gi.FunctionInfo(drag_source_get_target_list)

drag_source_set = gi.FunctionInfo(drag_source_set)

drag_source_set_icon_gicon = gi.FunctionInfo(drag_source_set_icon_gicon)

drag_source_set_icon_name = gi.FunctionInfo(drag_source_set_icon_name)

drag_source_set_icon_pixbuf = gi.FunctionInfo(drag_source_set_icon_pixbuf)

drag_source_set_icon_stock = gi.FunctionInfo(drag_source_set_icon_stock)

drag_source_unset = gi.FunctionInfo(drag_source_unset)

drag_unhighlight = gi.FunctionInfo(drag_unhighlight)

draw = gi.FunctionInfo(draw)

ensure_style = gi.FunctionInfo(ensure_style)

error_bell = gi.FunctionInfo(error_bell)

event = gi.FunctionInfo(event)

freeze_child_notify = gi.FunctionInfo(freeze_child_notify)

get_accessible = gi.FunctionInfo(get_accessible)

get_action_group = gi.FunctionInfo(get_action_group)

get_allocated_baseline = gi.FunctionInfo(get_allocated_baseline)

get_allocated_height = gi.FunctionInfo(get_allocated_height)

get_allocated_width = gi.FunctionInfo(get_allocated_width)

get_allocation = gi.FunctionInfo(get_allocation)

get_ancestor = gi.FunctionInfo(get_ancestor)

get_app_paintable = gi.FunctionInfo(get_app_paintable)
```

get_can_default = gi.FunctionInfo(get_can_default)

get_can_focus = gi.FunctionInfo(get_can_focus)

get_child_requisition = gi.FunctionInfo(get_child_requisition)

get_child_visible = gi.FunctionInfo(get_child_visible)

get_clip = gi.FunctionInfo(get_clip)

get_clipboard = gi.FunctionInfo(get_clipboard)

get_composite_name = gi.FunctionInfo(get_composite_name)

get_default_direction = gi.FunctionInfo(get_default_direction)

get_default_style = gi.FunctionInfo(get_default_style)

get_device_enabled = gi.FunctionInfo(get_device_enabled)

get_device_events = gi.FunctionInfo(get_device_events)

get_direction = gi.FunctionInfo(get_direction)

get_display = gi.FunctionInfo(get_display)

get_double_buffered = gi.FunctionInfo(get_double_buffered)

get_events = gi.FunctionInfo(get_events)

get_font_map = gi.FunctionInfo(get_font_map)

get_font_options = gi.FunctionInfo(get_font_options)

get_frame_clock = gi.FunctionInfo(get_frame_clock)

get_halign = gi.FunctionInfo(get_halign)

get_has_tooltip = gi.FunctionInfo(get_has_tooltip)

get_has_window = gi.FunctionInfo(get_has_window)

get_hexexpand = gi.FunctionInfo(get_hexexpand)

get_hexexpand_set = gi.FunctionInfo(get_hexexpand_set)

get_mapped = gi.FunctionInfo(get_mapped)

get_margin_bottom = gi.FunctionInfo(get_margin_bottom)

get_margin_end = gi.FunctionInfo(get_margin_end)

get_margin_left = gi.FunctionInfo(get_margin_left)

get_margin_right = gi.FunctionInfo(get_margin_right)

get_margin_start = gi.FunctionInfo(get_margin_start)

get_margin_top = gi.FunctionInfo(get_margin_top)

get_modifier_mask = gi.FunctionInfo(get_modifier_mask)

get_modifier_style = gi.FunctionInfo(get_modifier_style)

get_name = gi.FunctionInfo(get_name)

get_no_show_all = gi.FunctionInfo(get_no_show_all)

get_pango_context = gi.FunctionInfo(get_pango_context)

get_parent = gi.FunctionInfo(get_parent)

get_parent_window = gi.FunctionInfo(get_parent_window)

get_path = gi.FunctionInfo(get_path)

get_pointer = gi.FunctionInfo(get_pointer)

get_preferred_height = gi.FunctionInfo(get_preferred_height)

```
get_preferred_height_and_baseline_for_width =
gi.FunctionInfo(get_preferred_height_and_baseline_for_width)

get_preferred_height_for_width = gi.FunctionInfo(get_preferred_height_for_width)

get_preferred_size = gi.FunctionInfo(get_preferred_size)

get_preferred_width = gi.FunctionInfo(get_preferred_width)

get_preferred_width_for_height = gi.FunctionInfo(get_preferred_width_for_height)

get_realized = gi.FunctionInfo(get_realized)

get_receives_default = gi.FunctionInfo(get_receives_default)

get_request_mode = gi.FunctionInfo(get_request_mode)

get_requisition = gi.FunctionInfo(get_requisition)

get_root_window = gi.FunctionInfo(get_root_window)

get_scale_factor = gi.FunctionInfo(get_scale_factor)

get_sensitive = gi.FunctionInfo(get_sensitive)

get_settings = gi.FunctionInfo(get_settings)

get_size_request = gi.FunctionInfo(get_size_request)

get_state = gi.FunctionInfo(get_state)

get_state_flags = gi.FunctionInfo(get_state_flags)

get_style = gi.FunctionInfo(get_style)

get_style_context = gi.FunctionInfo(get_style_context)

get_support_multidevice = gi.FunctionInfo(get_support_multidevice)

get_template_child = gi.FunctionInfo(get_template_child)

get_tooltip_markup = gi.FunctionInfo(get_tooltip_markup)

get_tooltip_text = gi.FunctionInfo(get_tooltip_text)

get_tooltip_window = gi.FunctionInfo(get_tooltip_window)

get_toplevel = gi.FunctionInfo(get_toplevel)

get_valign = gi.FunctionInfo(get_valign)

get_valign_with_baseline = gi.FunctionInfo(get_valign_with_baseline)

get_vexpand = gi.FunctionInfo(get_vexpand)

get_vexpand_set = gi.FunctionInfo(get_vexpand_set)

get_visible = gi.FunctionInfo(get_visible)

get_visual = gi.FunctionInfo(get_visual)

get_window = gi.FunctionInfo(get_window)

grab_add = gi.FunctionInfo(grab_add)

grab_default = gi.FunctionInfo(grab_default)

grab_focus = gi.FunctionInfo(grab_focus)

grab_remove = gi.FunctionInfo(grab_remove)

has_default = gi.FunctionInfo(has_default)

has_focus = gi.FunctionInfo(has_focus)

has_grab = gi.FunctionInfo(has_grab)

has_rc_style = gi.FunctionInfo(has_rc_style)
```

has_screen = gi.FunctionInfo(has_screen)

has_visible_focus = gi.FunctionInfo(has_visible_focus)

hide = gi.FunctionInfo(hide)

hide_on_delete = gi.FunctionInfo(hide_on_delete)

in_destruction = gi.FunctionInfo(in_destruction)

init_template = gi.FunctionInfo(init_template)

input_shape_combine_region = gi.FunctionInfo(input_shape_combine_region)

insert_action_group = gi.FunctionInfo(insert_action_group)

intersect = gi.FunctionInfo(intersect)

is_ancestor = gi.FunctionInfo(is_ancestor)

is_composited = gi.FunctionInfo(is_composited)

is_drawable = gi.FunctionInfo(is_drawable)

is_focus = gi.FunctionInfo(is_focus)

is_sensitive = gi.FunctionInfo(is_sensitive)

is_toplevel = gi.FunctionInfo(is_toplevel)

is_visible = gi.FunctionInfo(is_visible)

keynav_failed = gi.FunctionInfo(keynav_failed)

list_accel_closures = gi.FunctionInfo(list_accel_closures)

list_action_prefixes = gi.FunctionInfo(list_action_prefixes)

list_mnemonic_labels = gi.FunctionInfo(list_mnemonic_labels)

map = gi.FunctionInfo(map)

modify_base = gi.FunctionInfo(modify_base)

modify_bg = gi.FunctionInfo(modify_bg)

modify_cursor = gi.FunctionInfo(modify_cursor)

modify_fg = gi.FunctionInfo(modify_fg)

modify_font = gi.FunctionInfo(modify_font)

modify_style = gi.FunctionInfo(modify_style)

modify_text = gi.FunctionInfo(modify_text)

override_background_color = gi.FunctionInfo(override_background_color)

override_color = gi.FunctionInfo(override_color)

override_cursor = gi.FunctionInfo(override_cursor)

override_font = gi.FunctionInfo(override_font)

override_symbolic_color = gi.FunctionInfo(override_symbolic_color)

path = gi.FunctionInfo(path)

pop_composite_child = gi.FunctionInfo(pop_composite_child)

push_composite_child = gi.FunctionInfo(push_composite_child)

queue_compute_expand = gi.FunctionInfo(queue_compute_expand)

queue_draw = gi.FunctionInfo(queue_draw)

queue_draw_area = gi.FunctionInfo(queue_draw_area)

queue_draw_region = gi.FunctionInfo(queue_draw_region)

```
queue_resize = gi.FunctionInfo(queue_resize)

queue_resize_no_redraw = gi.FunctionInfo(queue_resize_no_redraw)

realize = gi.FunctionInfo(realize)

region_intersect = gi.FunctionInfo(region_intersect)

register_window = gi.FunctionInfo(register_window)

remove_accelerator = gi.FunctionInfo(remove_accelerator)

remove_mnemonic_label = gi.FunctionInfo(remove_mnemonic_label)

remove_tick_callback = gi.FunctionInfo(remove_tick_callback)

render_icon = gi.FunctionInfo(render_icon)

render_icon_pixbuf = gi.FunctionInfo(render_icon_pixbuf)

reparent = gi.FunctionInfo(reparent)

reset_rc_styles = gi.FunctionInfo(reset_rc_styles)

reset_style = gi.FunctionInfo(reset_style)

send_expose = gi.FunctionInfo(send_expose)

send_focus_change = gi.FunctionInfo(send_focus_change)

set_accel_path = gi.FunctionInfo(set_accel_path)

set_allocation = gi.FunctionInfo(set_allocation)

set_app_paintable = gi.FunctionInfo(set_app_paintable)

set_can_default = gi.FunctionInfo(set_can_default)

set_can_focus = gi.FunctionInfo(set_can_focus)

set_child_visible = gi.FunctionInfo(set_child_visible)

set_clip = gi.FunctionInfo(set_clip)

set_composite_name = gi.FunctionInfo(set_composite_name)

set_default_direction = gi.FunctionInfo(set_default_direction)

set_device_enabled = gi.FunctionInfo(set_device_enabled)

set_device_events = gi.FunctionInfo(set_device_events)

set_direction = gi.FunctionInfo(set_direction)

set_double_buffered = gi.FunctionInfo(set_double_buffered)

set_events = gi.FunctionInfo(set_events)

set_font_map = gi.FunctionInfo(set_font_map)

set_font_options = gi.FunctionInfo(set_font_options)

set_halign = gi.FunctionInfo(set_halign)

set_has_tooltip = gi.FunctionInfo(set_has_tooltip)

set_has_window = gi.FunctionInfo(set_has_window)

set_hexpand = gi.FunctionInfo(set_hexpand)

set_hexpand_set = gi.FunctionInfo(set_hexpand_set)

set_mapped = gi.FunctionInfo(set_mapped)

set_margin_bottom = gi.FunctionInfo(set_margin_bottom)

set_margin_end = gi.FunctionInfo(set_margin_end)

set_margin_left = gi.FunctionInfo(set_margin_left)
```

```
set_margin_right = gi.FunctionInfo(set_margin_right)
set_margin_start = gi.FunctionInfo(set_margin_start)
set_margin_top = gi.FunctionInfo(set_margin_top)
set_name = gi.FunctionInfo(set_name)
set_no_show_all = gi.FunctionInfo(set_no_show_all)
set_parent = gi.FunctionInfo(set_parent)
set_parent_window = gi.FunctionInfo(set_parent_window)
set_realized = gi.FunctionInfo(set_realized)
set_receives_default = gi.FunctionInfo(set_receives_default)
set_redraw_on_allocate = gi.FunctionInfo(set_redraw_on_allocate)
set_sensitive = gi.FunctionInfo(set_sensitive)
set_size_request = gi.FunctionInfo(set_size_request)
set_state = gi.FunctionInfo(set_state)
set_state_flags = gi.FunctionInfo(set_state_flags)
set_style = gi.FunctionInfo(set_style)
set_support_multidevice = gi.FunctionInfo(set_support_multidevice)
set_tooltip_markup = gi.FunctionInfo(set_tooltip_markup)
set_tooltip_text = gi.FunctionInfo(set_tooltip_text)
set_tooltip_window = gi.FunctionInfo(set_tooltip_window)
set_valign = gi.FunctionInfo(set_valign)
set_vexpand = gi.FunctionInfo(set_vexpand)
set_vexpand_set = gi.FunctionInfo(set_vexpand_set)
set_visible = gi.FunctionInfo(set_visible)
set_visual = gi.FunctionInfo(set_visual)
set_window = gi.FunctionInfo(set_window)
shape_combine_region = gi.FunctionInfo(shape_combine_region)
show = gi.FunctionInfo(show)
show_all = gi.FunctionInfo(show_all)
show_now = gi.FunctionInfo(show_now)
size_allocate = gi.FunctionInfo(size_allocate)
size_allocate_with_baseline = gi.FunctionInfo(size_allocate_with_baseline)
size_request = gi.FunctionInfo(size_request)
style_attach = gi.FunctionInfo(style_attach)
thaw_child_notify = gi.FunctionInfo(thaw_child_notify)
trigger_tooltip_query = gi.FunctionInfo(trigger_tooltip_query)
unmap = gi.FunctionInfo(unmap)
unparent = gi.FunctionInfo(unparent)
unrealize = gi.FunctionInfo(unrealize)
unregister_window = gi.FunctionInfo(unregister_window)
unset_state_flags = gi.FunctionInfo(unset_state_flags)
```


Data descriptors inherited from [gi.repository.GObject.InitiallyUnowned](#):

g_type_instance

qdata

ref_count

Methods inherited from [gi.overrides.GObject.Object](#):

__copy__(...)

__deepcopy__(...)

bind_property(...)

bind_property_full = _unsupported_method(self, *args, **kwargs)

chain(...)

compat_control = _unsupported_method(self, *args, **kwargs)

connect(...)

connect_after(...)

connect_data(self, detailed_signal, handler, *data, **kwargs)
Connect a callback to the given signal with optional user data.

:param str detailed_signal:
A detailed signal to connect to.

:param callable handler:
Callback handler to connect to the signal.

:param *data:
Variable data which is passed through to the signal handler.

:param GObject.ConnectFlags connect_flags:
Flags used for connection options.

:returns:
A signal id which can be used with disconnect.

connect_object(...)

connect_object_after(...)

disconnect = signal_handler_disconnect(*args, **kwargs)
Function wrapper for signal functions used as instance methods.
This is needed when the signal functions come directly from GI.
(they are not already wrapped)

disconnect_by_func(...)

emit(...)

emit_stop_by_name = stop_emission(self, detailed_signal)
Deprecated, please use stop_emission_by_name.

force_floating = _unsupported_method(self, *args, **kwargs)

freeze_notify(self)
Freezes the object's property-changed notification queue.

:returns:
A context manager which optionally can be used to automatically thaw notifications.

This will freeze the object so that "notify" signals are blocked until the [thaw_notify](#)() method is called.

.. code-block:: python

```
with obj.freeze\_notify():  
    pass
```

get_data = _unsupported_data_method(self, *args, **kwargs)

get_properties(...)

get_property(...)

get_qdata = _unsupported_data_method(self, *args, **kwargs)

handler_block = signal_handler_block(obj, handler_id)
Blocks the signal handler from being invoked until

[handler_unblock\(\)](#) is called.

```
:param GObject.Object obj:
    Object instance to block handlers for.
:param int handler_id:
    Id of signal to block.
:returns:
    A context manager which optionally can be used to
    automatically unblock the handler:

.. code-block:: python

    with GObject.signal_handler_block(obj, id):
        pass
```

handler_block_by_func(...)

```
handler_disconnect = signal_handler_disconnect(*args, **kwargs)
# Function wrapper for signal functions used as instance methods.
# This is needed when the signal functions come directly from GI.
# (they are not already wrapped)
```

```
handler_is_connected = signal_handler_is_connected(*args, **kwargs)
# Function wrapper for signal functions used as instance methods.
# This is needed when the signal functions come directly from GI.
# (they are not already wrapped)
```

```
handler_unblock = signal_handler_unblock(*args, **kwargs)
# Function wrapper for signal functions used as instance methods.
# This is needed when the signal functions come directly from GI.
# (they are not already wrapped)
```

handler_unblock_by_func(...)

```
interface_find_property = _unsupported_method(self, *args, **kwargs)
```

```
interface_install_property = _unsupported_method(self, *args, **kwargs)
```

```
interface_list_properties = _unsupported_method(self, *args, **kwargs)
```

```
notify_by_pspec = _unsupported_method(self, *args, **kwargs)
```

```
ref = _unsupported_method(self, *args, **kwargs)
```

```
ref_sink = _unsupported_method(self, *args, **kwargs)
```

```
replace_data = _unsupported_data_method(self, *args, **kwargs)
```

```
replace_qdata = _unsupported_data_method(self, *args, **kwargs)
```

```
run_dispose = _unsupported_method(self, *args, **kwargs)
```

```
set_data = _unsupported_data_method(self, *args, **kwargs)
```

```
set_properties(...)
```

```
set_property(...)
```

```
steal_data = _unsupported_data_method(self, *args, **kwargs)
```

```
steal_qdata = _unsupported_data_method(self, *args, **kwargs)
```

```
stop_emission(self, detailed_signal)
    Deprecated, please use stop_emission_by_name.
```

```
stop_emission_by_name = signal_stop_emission_by_name(*args, **kwargs)
# Function wrapper for signal functions used as instance methods.
# This is needed when the signal functions come directly from GI.
# (they are not already wrapped)
```

```
unref = _unsupported_method(self, *args, **kwargs)
```

```
watch_closure = _unsupported_method(self, *args, **kwargs)
```

```
weak_ref(...)
```

Class methods inherited from `gi.repository.GObject.Object`:

```
find_property(...) from gi.types.GObjectMeta
    find\_property(self, property_name:str) -> GObject.ParamSpec
```

```
install_properties(...) from gi.types.GObjectMeta
    install\_properties(self, pspecs:list)
```

```
install_property(...) from gi.types.GObjectMeta  
    install\_property(self, property_id:int, pspec:GObject.ParamSpec)
```

```
list_properties(...) from gi.types.GObjectMeta  
    list\_properties(self) -> list, n_properties:int
```

```
override_property(...) from gi.types.GObjectMeta  
    override\_property(self, property_id:int, name:str)
```

Data and other attributes inherited from `gi.repository.GObject.Object`:

```
is_floating = gi.FunctionInfo(is_floating)
```

```
notify = gi.FunctionInfo(notify)
```

```
thaw_notify = gi.FunctionInfo(thaw_notify)
```

Methods inherited from `gi._gobject._gobject.GObject`:

```
__delattr__(...)  
    x.\_\_delattr\_\_('name') <==> del x.name
```

```
__eq__(...)  
    x.\_\_eq\_\_(y) <==> x==y
```

```
__gdoc__ = 'Object interactive+Interactive\n\nSignals from Gtk...window\n\nSignals from GObject:\nnotify (GParam)\n\n'
```

```
__ge__(...)  
    x.\_\_ge\_\_(y) <==> x>=y
```

```
__gt__(...)  
    x.\_\_gt\_\_(y) <==> x>y
```

```
__hash__(...)  
    x.\_\_hash\_\_() <==> hash(x)
```

```
__le__(...)  
    x.\_\_le\_\_(y) <==> x<=y
```

```
__lt__(...)  
    x.\_\_lt\_\_(y) <==> x<y
```

```
__ne__(...)  
    x.\_\_ne\_\_(y) <==> x!=y
```

```
__repr__(...)  
    x.\_\_repr\_\_() <==> repr(x)
```

```
__setattr__(...)  
    x.\_\_setattr\_\_('name', value) <==> x.name = value
```

```
props = <gi._gobject.GProps object>
```

Data descriptors inherited from `gi._gobject._gobject.GObject`:

```
__dict__
```

```
__gpointer__
```

```
__grefcount__
```

Data and other attributes inherited from `gi._gobject._gobject.GObject`:

```
__new__ = <built-in method __new__ of _GObjectMetaBase object>  
    T.\_\_new\_\_(S, ...) -> a new object with type S, a subtype of T
```

Data descriptors inherited from [gi.repository.Atk.ImplementorIface](#):

```
__weakref__  
    list of weak references to the object (if defined)
```

Data and other attributes inherited from [gi.repository.Gtk.Buildable](#):

```
add_child = gi.FunctionInfo(add_child)
```

```
construct_child = gi.FunctionInfo(construct_child)
```

```
custom_finished = gi.FunctionInfo(custom_finished)
```

```
custom_tag_end = gi.FunctionInfo(custom_tag_end)

custom_tag_start = gi.FunctionInfo(custom_tag_start)

get_internal_child = gi.FunctionInfo(get_internal_child)

parser_finished = gi.FunctionInfo(parser_finished)

set_buildable_property = gi.FunctionInfo(set_buildable_property)
```

Data

```
__warningregistry__ = {'Gtk was imported without specifying a version fi...ort to ensure that the right  
version gets loaded.', <class 'gi.PyGIWarning'>, 34): True}  
print_function = _Feature((2, 6, 0, 'alpha', 2), (3, 0, 0, 'alpha', 0), 65536)
```