**Modern Tkinter – reference card**

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| Pack geometry | .pack(side=TOP, anchor=W, fill=X, expand=YES, padx=5, pady=5)  **side**=LEFT,TOP,RIGHT,BOTTOM; **anchor**=NEWS or CENTER; **fill**=X, Y, BOTH, NONE; **expand**=YES, NO  **ipadx**, **ipady** – internal padding; **padx**, **pady** – external padding |
| Grid | .grid(row=1, column=2, rowspan=2, columnspan=2, sticky=NEWS or CENTER, padx=5, pady=5) |
| Place | .place(x=5, y=5, relwidth=1, relheight=1, width=-10, height=-10) |

**import tkinter as tk**

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| Button | tk.Button(self.toolbar, text=text, image=img, relief=tk.FLAT, overrelief=tk.GROOVE, compound=tk.LEFT, command=item.action); btn.image = img # assign image to button to avoid it garbage collected |
| Canvas | tk.Canvas(**parent**) id = canvas.create\_rectangle((10, 10, 30, 30), fill="red", tags=(“palette”, “palettered”))  canvas.tag\_bind(id, "<Button-1>", lambda x: setColor("red")) canvas.itemconfigure('palette', width=5) if self.canvas.find\_withtag(tk.CURRENT): self.canvas.itemconfig(tk.CURRENT, fill="blue") |
| ~~Listbox~~ | Do not use Listbox. Use ttk.Treeview instead, looks native, covers almost all Listbox features + more. |
| PhotoImage | tk. PhotoImage(**file=”openfile.gif”**) # **GIF or PNG**, images get **GC**ollected if left not assigned (!) |
| ScrolledText | scrolledtext.ScrolledText(**parent**) # in many cases prefer this over tk.Text widget |
| Spinbox | tk.Spinbox(**parent, from\_=1, to=10, width=5, textvariable=varint**) |
| Text | tk.Text(**parent, background=”#101010”, foreground="#D6D6D6", borderwidth=18, relief=”sunken”, width=16, height=5**) |
| tkMessageBox | showwarning("Beware", "You are warned"); showinfo("FYI", "This is FYI", icon='question'); showerror("Err..", "its leaking."); askquestion("?", "Can you read this ?"); askokcancel("OK", "Quit Postponing ?"); askyesno("Yes or No", " What Say ?"); askretrycancel("Retry", "Load Failed") |
| tkFileDialog | askopenfile, askopenfilename, asksaveasfile, asksaveasfilename, askdirectory |
| Toplevel | tk.Toplevel(**parent**) # main class for windows and dialogs |

**from tkinter import ttk** – when possible, always prefer ttk widgets over tk

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| Button | Button(**parent, text=”Search”, image=photoimage, compound=tk.LEFT, command=func**) btn.image = photoimage # assign image to button to avoid it garbage collected |
| Checkbutton | Checkbutton(**parent, text=”Remember me”, variable=varint, onvalue=3, offvalue=44**) |
| Combobox | Combobox(**parent, values=[“one”, “two”], state=”readonly”**) cm.current(newindex=None); cm.get(); cm.set(value) |
| Entry | Entry(**parent, width=30, textvariable=varstr**); entry.set(“value”); var = entry.get() |
| Frame | Frame(**parent, height=25, bg=”light sea green”)**); # use it to hold widgets for toolbars, sidebars… |
| Label | Label(**parent, text=”I am a label widget”**); label["text"] = “reset text” |
| LabelFrame | LabelFrame(**text=”some label”, height=200, width=200**); # used in dialogs to group items |
| Menubutton | Menubutton(**parent, text=”some text”, menu=mymenu**) |
| Notebook | Notebook(**parent**); note.add(child, text=”tab 1”, state=”normal”) |
| OptionMenu | OptionMenu(**parent, var, “Select Country”, “USA”, “UK”, “India”**) # similar to readonly Combobox |
| PanedWindow | PanedWindow(**master, orient=HORIZONTAL, sashwidth=8**); paned.add(child, width=300) |
| Progressbar | Progressbar(**parent**); prog.step(amount=None); prog.start(interval=None); prog.stop() |
| Radiobutton | Radiobutton(**parent, text=”one”, variable=varint, value=1**) |
| Scale | Scale(**root, variable=varint, from\_=0, to=10**) |
| Scrollbar | Scrollbar(**parent, orient=VERTICAL, command=mytext.yview**) |
| Separator | Separator(**parent, orient=HORIZONTAL**) |
| Sizegrip | Sizegrip(**root**).pack(side=BOTTOM, anchor=E) |
| Treeview | ttk.Treeview(**parent, columns=(“size”, “modified”)**) tree.column(“size”, width=100, anchor=NEWS or CENTER); tree.heading(“size”, text=”Size”) tree.set(“widgets”, “size”, “12KB”)  **# tree.insert() if id = “” then inserts as a root item, if id has value then inserts as child of node id** tree.insert(id, “end”, text=”button”, tags=(“one”, ”simple”), values=(“15KB”, “Yesterday”)) tree.tag\_configure(“one”, background=”yellow”) tree.tag\_bind(“one”, “<1>”, itemClicked); # the item clicked can be found via tree.focus() |

root = Tk() # root is instance of Toplevel class  
root.title(“title of my program”)  
root.geometry(“142x280+150+200”)  
root.iconbitmap(“mynewicon.ico”) # seems to work only on Windows OS   
root.configure(background=”#4D4D4D”) # top level styling  
root.mainloop()  
  
**Adding Menubar in the widget**  
menubar = Menu(root)  
filemenu = Menu(menubar, tearoff=0 ) # File menu  
mymenu.add\_command(label="Mylabel", accelerator=”<F5>”, compound=LEFT, image=myimage, underline=0, command=callback)  
viewmenu.add\_checkbutton(label="Show Line Number", variable=showln)  
viewmenu.add\_cascade(label="Themes", menu=themesmenu)  
themesmenu.add\_radiobutton(label="Default White", variable=theme)  
root.config(menu=menubar) # this line actually displays menu  
  
**Adding Pop-up menu**self.context\_menu = Menu(self.root, tearoff=0)  
self.context\_menu.add\_command(label="Play", command=self.identify\_track\_to\_play)  
self.context\_menu. add\_checkbutton(label="checkmark\_here", variable=myvar)  
def show\_context\_menuContext\_menu(self, event):  
 self.context\_menu.tk\_popup(event.x\_root+45, event.y\_root+10,0)

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| mystring = StringVar()  ticked\_yes = BooleanVar()  option1 = IntVar()  volume = DoubleVar()  **myvar.set("Wassup Dude")** # setting value of variable  **myvar.get()** # Assessing the value of variable from say a callback | Tie scrollbar to widget:  tree = TreeView(root, height=6, width=15) scroll = Scrollbar(root, command=tree.yview) tree.configure(yscroll=scroll.set) |

**Validation**

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| Works on **Entry, Combobox, Spinbox** |  |
| **%P** – entered value **%s** - value prior to editing  **%S** - text string being inserted/deleted, {} otherwise. | vcmd = (self.master.register(self.validate\_email), “**%P**”)  invcmd = (self.master.register(self.invalid\_email), “**%P**”)  self.emailentry = tk.Entry(self.master, validate =  "**focusout**", validatecommand=vcmd, invalidcommand=invcmd) |
| **none** - no validation  **focus** - combines focusin and focusout  **focusin** - validate when the widget receives focus  **focusout** - validate when the widget loses focus  **key** - validate when the entry is edited  **all** - validate called in all the above cases | def invalid\_email(self, P):  self.errormsg.config(text=”Invalid Email Address”)  self.emailentry.focus\_set() |
| Return **False** if validation fails | def validate\_email(self, P):  self.errormsg.config(text=””)  x = re.match(r"[^@]+@[^@]+\.[^@]+", P)  return (x != None) # **True/False** valid email/invalid email |

**Widget Events  
  
An application-level binding**: Application-level bindings will let you use the same binding across all windows and widgets of the application, as long as any one window of the application is in focus. The syntax for application-level bindings is:  
root.bind\_all(“<F1>”, show\_help)

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| mouse buttons double click  mouse movement over widget  keyboard events  button released  drag like motion  widget invalidated widget changed size connect to event disconnect from event emit event | **<Button-1>**, <Button-3>  <Double-Button-1>, <Double-Button-3>  <FocusIn>, <FocusOut>,  **<Motion>, <Enter>, <Leave>**  <Return>, <Escape>, <A>, <F5>, <Key> , <Shift-Up>  <ButtonRelease-1>  <B1-Motion> The mouse is moved, with mouse button 1 being held down (use B2 for the middle button, B3 for the right button) **<Expose>** **<Configure>**  widget.bind(event) widget.unbind(event)  widget.event\_generate(“<Expose>”) |
| Button, Checkbutton, Radiobutton,  menu.add\_command | Use **command=func** parameter for default action, read value of the variable attached to the button if it has state. |
| Combobox | <<ComboboxSelected>> virtual event when the user selects an element from the list of values |
| Notebook | <<NotebookTabChanged>> virtual event after a new tab is selected |
| Treeview | <<TreeviewSelect>> Generated whenever the selection changes.  <<TreeviewOpen>> Generated just before settings the focus item to open=True.  <<TreeviewClose>> Generated just after setting the focus item to open=False. .focus() and .selection() methods can be used to determine the affected item or items |
| TopLevel | root.protocol("WM\_DELETE\_WINDOW", self.exit\_app) # handle closing via “X” button root.bind("<Return>", self.ok)  root.bind("<Escape>", self.cancel) |

**Widget State**

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| active | The mouse cursor is over the widget and pressing a mouse button will cause some action to occur |
| disabled | Widget is disabled under program control |
| focus | Widget has keyboard focus |
| pressed | Widget is being pressed |
| selected | “On”, “true”, or “current” for things like Checkbuttons and radiobuttons |
| background | Windows and Mac have a notion of an “active” or foreground window. The background state is set for widgets in a background window, and cleared for those in the foreground window |
| readonly | Widget should not allow user modification |
| alternate | A widget-specific alternate display format |
| invalid | The widget’s value is invalid |

A state is a **sequence of state names**, optionally prefixed with an **exclamation point** indicating that the bit is off.