

Documentation

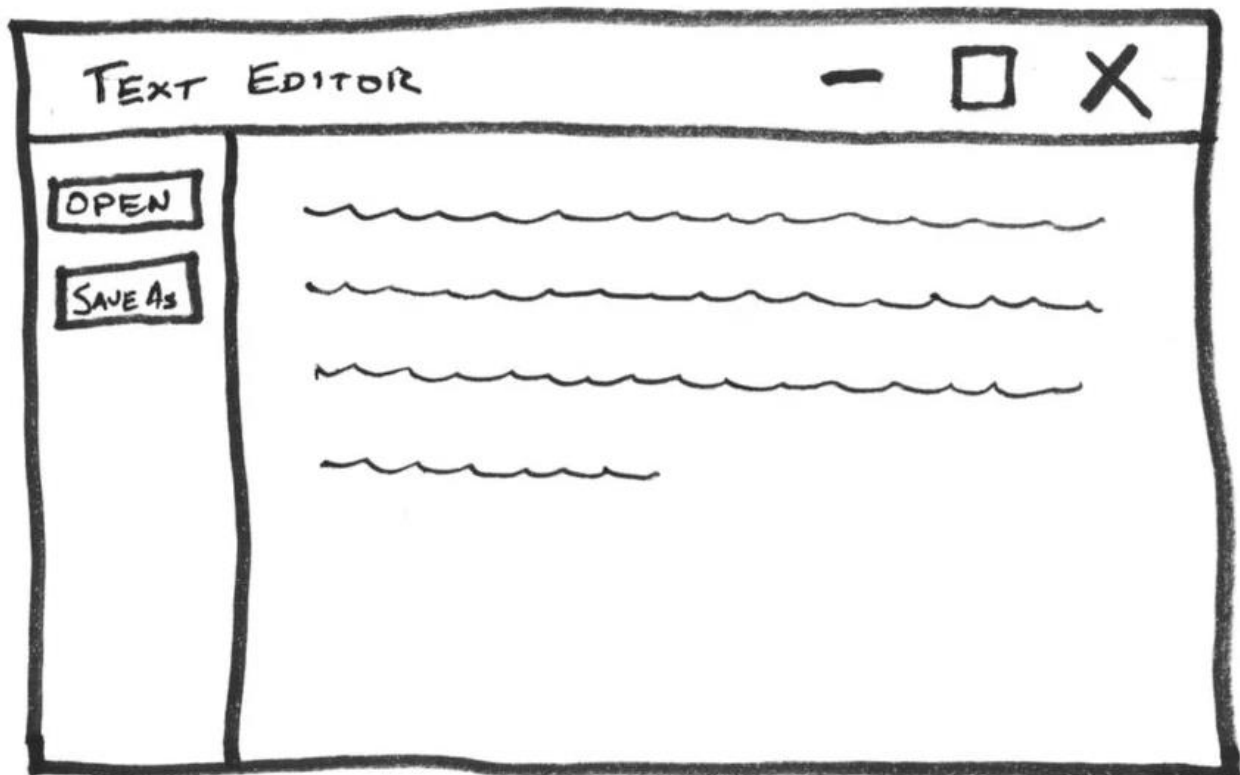
Text Editor Application is an application where you can write your text, open any text file, you can edit any text file and you can also save a file if you want. In this tutorial, we will build a Text Editor Application from scratch.

Essential Elements for the Text editor application are as follows:

- There is a **Button widget** called **btn_open** that is used for opening a file for editing
- Second one is a Button widget called **btn_save** for saving a file
- Third, there is a **Text widget** called **txt_edit** for creating and editing any text file.

The arrangement of three widgets is done in a way such that the two buttons are on the left-hand side of the window, and the text box is on the right-hand side. The minimum height of the whole window should be 900 pixels and txt_edit should have a minimum width of 900 pixels. And the whole layout should be responsive if the window is resized, then txt_edit is resized as well. The width of the Frame that holds the buttons should not change.

Rough sketch of text editor:



The desired layout of the Text Editor Application can be achieved using the `.grid()` geometry manager. And this layout contains a single row and two columns:

1. **On the left side, there is A narrow column** for the buttons
2. **On the right side, there is A wider column** for the text box

In order to set the minimum sizes for the window and `txt_edit`, you just need to set the `minsize` parameters of the window methods `.rowconfigure()` and `.columnconfigure()` to 900. In order to handle the resizing, the `weight` parameters of these methods will be set to 1.

If you want both the buttons in the same column then you'll need to create a Frame widget called `fr_buttons`. According to the above-shown sketch, the two buttons should be stacked vertically inside of this frame, having `btn_open` on top. This can be done either by `.grid()` or `.pack()` geometry manager. For now, you'll just need to stick with `.grid()` as it is easier to work with it.
