

...cont'd

- 6 Create a text field and embed the small image, then insert some text after it

```
txt = Text( window , width = 25 , height = 7 )
txt.image_create( '1.0' , image = small_img )
txt.insert( '1.1' , 'Python Fun!' )
```

- 7 Create a canvas and paint the small image above a colored background, then paint a diagonal line over the top of it

```
can = \
Canvas( window , width = 100 , height = 100 , bg = 'cyan' )
can.create_image( ( 50 , 50 ), image = small_img )
can.create_line( 0 , 0 , 100 , 100 , width = 25 , fill = 'yellow' )
```

- 8 Then, add the widgets to the window

```
label.pack( side = TOP )
btn.pack( side = LEFT , padx = 10 )
txt.pack( side = LEFT )
can.pack( side = LEFT , padx = 10 )
```

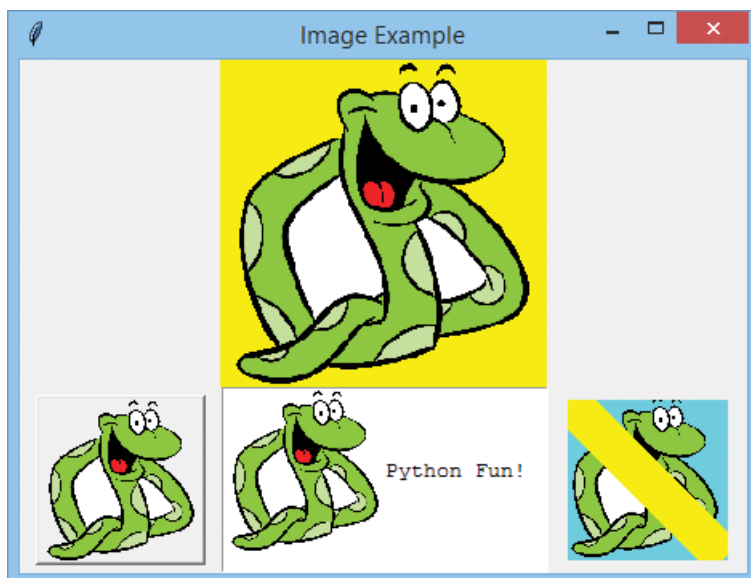
- 9 Finally, add the loop to capture this window's events

```
window.mainloop()
```

- 10 Save the file then run the program – to see the image on the Label, Button, Text and Canvas widgets



Notice that the Text method is `image_create()` but the Canvas method is `create_image()` – similar yet different.



Text and Canvas widgets are both powerful and flexible – discover more online at <https://docs.python.org/3/library/tkinter.html>