

...cont'd

- 1 Launch a plain text editor, then begin a Python program by importing all features from the “tkinter” module

```
# Widgets:  
from tkinter import *
```

- 2 Next, add statements to create a window object and an image object

```
window = Tk()  
img = PhotoImage( file = 'logo.gif' )
```

- 3 Now, add statements to create all the necessary widgets

```
imgLbl = Label( window, image = img )  
label1 = Label( window, relief = 'groove', width = 2 )  
label2 = Label( window, relief = 'groove', width = 2 )  
label3 = Label( window, relief = 'groove', width = 2 )  
label4 = Label( window, relief = 'groove', width = 2 )  
label5 = Label( window, relief = 'groove', width = 2 )  
label6 = Label( window, relief = 'groove', width = 2 )  
getBtn = Button( window )  
resBtn = Button( window )
```

- 4 Then, add the widgets to the window using the grid layout manager – ready to receive arguments to specify how the widgets should be positioned at the design stage next

```
# Geometry:  
imgLbl.grid()  
label1.grid()  
label2.grid()  
label3.grid()  
label4.grid()  
label5.grid()  
label6.grid()  
getBtn.grid()  
resBtn.grid()
```

- 5 Finally, add a loop statement to sustain the window

```
# Sustain window:  
window.mainloop()
```

- 6 Save the file, then execute the program – to see the window appear containing all the necessary widgets



lotto(widgets).py



logo.gif



The **relief** property specifies a border style, and the **width** property specifies the label width in character numbers.

