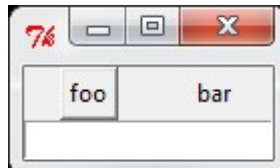


How to Use the Grid

Normally, if we have a widget called `foo`, we use `foo.pack()` to make it appear in our Tkinter window. This works fine when we either have very few widgets or we don't care about the placement of our widgets. If we want to put our widgets in specific places, we will need to use `foo.grid(...)`.

If we want our window to look like this...



...packing our widgets will not help us. We need a grid.

The first step of using the grid is creating an imaginary grid across your GUI, like this:



Then, when we are done creating our widgets, we put them into the root using the grid method. The grid method takes `row`, `column`, `rowspan` (height), and `columnspan` (width) as options. The code required to write this GUI looks like this:

```
from Tkinter import *

root = Tk()

fooButton = Button(root, text = "foo")
fooLabel = Label(root, text = "bar")
fooEntry = Entry(root)

fooButton.grid(column = 0, row = 0)
fooLabel.grid(row = 0, column = 1)
fooEntry.grid(row = 1, column = 0, columnspan = 2)

root.mainloop()
```

Note that at no stage did we tell Tkinter that we wanted a 2x2 grid or how large to make each row and column. It calculated that for us. If we were to have put `fooEntry` in the 99th row instead of the 1st, it would have created a hundred rows instead of two (98 of those rows would have been 0 pixels high, though!)