

- Contents
- Introduction
- 1. Getting Started with Python and Tkinter
- 2. Tkinter Concepts
  - Tk and Tkinter background
  - Creating and configuring widgets
  - Managing widget placement
  - Handling user events
  - Revisiting Hello, Tkinter!
  - Chapter Quiz
- 3. Basic Widgets
  - Displaying text and images with labels
  - Capturing input with buttons
  - Presenting choices with check buttons and radio buttons

### Python GUI Development with Tkinter Chapter Quiz

You answered 4 of 4 questions correctly. [Continue watching](#) [Retake quiz](#)

Question 1 of 4

Using a grid geometry manager and a grid with 3 columns, you will use `_____` to place a widget across the entire top row, centered within it.

- `row=0, column=3, columnspan=3`
- `row=0, column=0, columnspan=3`  
**Correct**  
This places the widget on the top row and across all columns.
- `columnspan=0`
- `row=0, column=0`

Question 2 of 4

Which component in the Tk framework is actually drawing the graphical elements on the screen?

- `_tkinter`
- Xlib  
**Correct**  
Xlib is the underlying library at the end of the calling chain that draws the graphics on the screen.
- Tkinter
- Tk Widgets

Question 3 of 4

What is one potential issue with this line?

```
ttk.Button(root, text='Save')
```

- You cannot place a button directly into a window.
- You must call the mandatory `pack()` method.
- You can only set the button text using the `config()` method.
- You will not be able to reference this button later.  
**Correct**  
Not saving the object into a variable will prevent you from referencing it later.

Question 4 of 4

Which geometry manager uses x and y coordinates?

- `plane()`
- `grid()`
- `place()`  
**Correct**  
The "place()" geometry manager uses relative or absolute x/y coordinates to place a widget.
- `pack()`