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()