

Label and Button Widget

- Every widget in tkinter has 2 things I.e, options and methods
- However when we are using options they are some pre-define constants we must be aware of
- Labels and button are the basic widgets that doesn't have any significant methods
- Lets take an example to understand this concept better, consider a counter which increment its value when its clicked
- This acts like a button with text in it

```
from tkinter import *
from tkinter.font import *

def myhandler():
    var.set(var.get() + 1)

win = Tk()
win.geometry('600x400')

fnt = Font(family='Courier', size=30)

var = IntVar(value=0)
lbl = Label(win, text='0', textvariable=var, font=fnt)
lbl.pack()
but1 = Button(win, text='Click to Count', font=fnt, command=myhandler)
but1.pack()

win.mainloop()
```

