

Py

Geometry Manager : place

- This option gives you the freedom to place the widget wherever you want inside the window
- The place options are as follows

X, Y
Width , Height
relx, rely
relwidth, relheight

- You just have to know the coordinates to place the widget where you wish
- The coordinates will be on x and y axis where as the width is measured horizontal and height is vertical

```
from tkinter import *
from tkmacosx import *

win = Tk()
win.title('My First Application')
win.geometry('600x400')

b1 = Button(win, text='Button 1', bg='lightblue', fg='blue')
b2 = Button(win, text='Button 2', bg='lightblue', fg='blue')

b1.place(x=100, y=100, width=150, height=100)

win.mainloop()
```

- In relx we can give values in points only , the number given must not be greater than one, this is used when we are resizing the window the widgets remains the same even after resizing it this is because of relx and rely
- Similarly relwidth and relheight works the same
- See the example below

```
from tkinter import *
from tkmacosx import *

win = Tk()
win.title('My First Application')
win.geometry('600x400')

b1 = Button(win, text='Button 1', bg='lightblue', fg='blue')
b2 = Button(win, text='Button 2', bg='lightblue', fg='blue')

b1.place(relx=0.5, rely=0.5, relwidth=0.20, relheight=0.1)

win.mainloop()
```