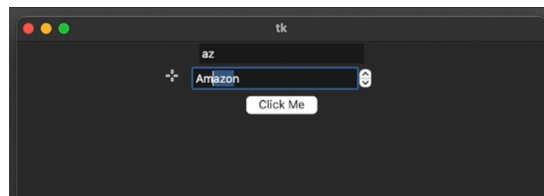


Py

SpinBox Widget

- This is similar to list box, however in spin box we have spin button using which we can move up and down in a list
- In spin box there is only 1 item that is visible
- The default item will be shown in the label and using the spin button we can move up and down the list
- The example of spin box is given below



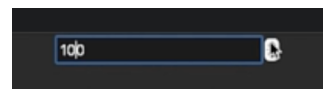
- The difference between list box and spin box is that Spin Box is editable where as list box is not . However when we add item to the label it will be temporary
- We can give a range of values to a spin box for instance

```
from tkinter import *
from tkinter.messagebox import *

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

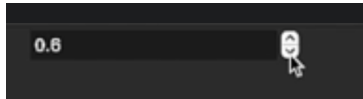
spb1 = Spinbox(win, from_=0, to=100)
spb1.pack()

win.mainloop()
```



- Float values can also be used to give range

```
spb1 = Spinbox(win, from_=0.0, to=1.0, increment=0.1)
spb1.pack()
```



- A list of values can also be provided to the spin box , we can have any type of values in the list

```
from tkinter import *
from tkinter.messagebox import *

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

lst1 = ['Amazon', 'Mynta', 'Flipkart', 'eBay', 'Sandeal', 'Meesho']

spb1 = Spinbox(win, values=lst1)
spb1.pack()

win.mainloop()
```

- The most used methods in a spin box are

Spinbox Method

```
insert(index, text)
get()
delete(first, last=None)

icursor(index)

invoke(element)

selection('range', start, end)
selection_clear()
selection_get()
```

- The **get** method give you the current selected item of the spin box
- Example

```
from tkinter import *
from tkinter.messagebox import *

def myhandler():
    var1.set(spb1.get())

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

lst1 = ['Amazon', 'Mynta', 'Flipkart', 'eBay', 'Snapdeal', 'Meesho']

var1 = StringVar()
ent1 = Entry(win, textvariable=var1)
ent1.pack()

spb1 = Spinbox(win, values=lst1)
spb1.pack()

btn1 = Button(win, text='Click Me', command=myhandler)
btn1.pack()

win.mainloop()
```

- Rest of the given methods are related to the selection
- selection method is used for selecting a text
- selection_get() is used to get the selected text from the spin box
- selection("range",1,3) , this will select the text from range 1 to 3
- icursor(index) will position the insertion cursor at a given position
- invoke(element) will call the methods upon the spin box
- Insert(insert, text) will insert the text inside the displaying label widget temporarily
- delete() will delete the characters