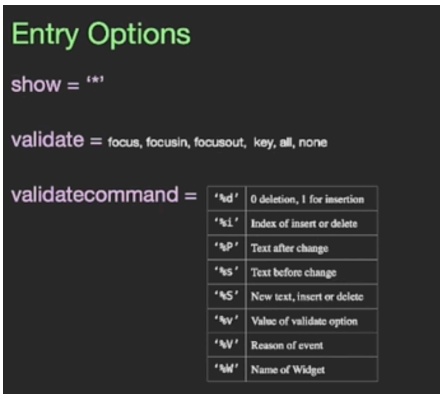
Py

Entry Widget

- This widget is useful for taking a single line text

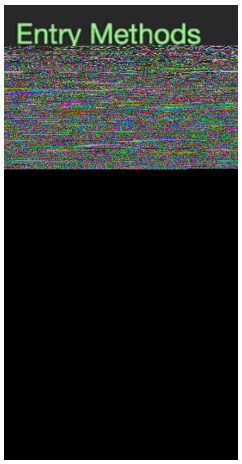
- The options available for an entry widget are



- At times we want to use this widget as the Password widget where the user can type the text which should not be visible
- This can be done by using the **show = " * "** option, so when the user type the password * is shown instead of the text
- Usually we try to validate the content inside the entry widget in real time this can be done using **validate** and the options it take are focus, focusin, focusout, key, all, none
- You can mention when you want to validate 3

- It is necessary to have a handler in order to validate the contents inside the widget and using the validatecommand option we can achieve that
- Through the validate command we can know the current text, the new text typed after the text, for knowing this the control characters are mentioned above

- The Methods available in the entry widget are



- get( ) will give you the current content inside the entry widget
- insert(index, s) is used to insert any text in it
- delete(first, last = None) is used for deleting the existing text from the widget
- The remaining methods are useful for selecting the contents for instance
- To select text from the current cursor position **select_to(index)** is used
- To clear the selections we made, **select_clear( )** is used
- We can also mention the range and do the selection, **select_range(start,end)**
- To position the cursor at a certain position **icursor(index)** is used

- An example of making the widget as the password widget its given below

```
from tkinter import *


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

var1 = StringVar(value='Hello World')
ent1 = Entry(win, textvariable=var1, show='*')
ent1.pack()


win.mainloop()
```

- For validation we must mention **when** and **how** to validate the command

```
from tkinter import *

def myhandler(txt):
    if txt.isdigit():
        return False
    else:
        return True



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

handl = (win.register(myhandler), '%S')

var1 = StringVar(value='Hello World')
ent1 = Entry(win, textvariable=var1, validate='key', validatecommand=handl)
ent1.pack()


win.mainloop()
```