RUBY/TK - THE GRID GEOMETRY MANAGER

Description:

The grid geometry manager is the most flexible and easy-to-use geometry manager. It logically divides the parent window or the widget into rows and columns in a two-dimensional table.

You can then place a widget in an appropriate row and column format by using the *row* and *column* options, respectively. To understand the use of row and column options, consider the following example.

Syntax:

Here is a simple syntax to create a grid Widget:

```
grid('row'=>x, 'column'=>y)
```

Examples:

Following is the code to display the Label and an Entry widget using the grid geometry manager:

```
require 'tk'

top = TkRoot.new {title "Label and Entry Widget"}

#code to add a label widget
lb1=TkLabel.new(top){
   text 'Hello World'
   background "yellow"
   foreground "blue"
   grid('row'=>0, 'column'=>0)
}

#code to add a entry widget
e1 = TkEntry.new(top){
   background "red"
   foreground "blue"
   grid('row'=>0, 'column'=>1)
}

Tk.mainloop
```

This will produce the following result: