GUI MINI CALCULATOR 0F TWO NUMBER BY KEYBOARD AND ANSWER ON SCREEN

DESKTOP BASED

In [1]:
```python
from tkinter import*
```

In [2]:
```python
#all properties of tkinter is imported
```

In [ ]:
```python
win=Tk()
win.geometry("800x600") #resizable
win.configure(bg="lightblue")

lc=Label(win,text="MINI CALCULATOR FOR TWO NUMBERS",font=('arial',15),bd=5,fg='blac
lc .place(relx=0.3,rely=0.1)

def add():
    a=int(e1.get())
    b=int(e2.get())
    ba=Button(win,text=f"Result={a+b}",font=('arial',15),fg='blue',bg='yellow')
    ba.place(relx=0.5,rely=0.7)

def mul():
    a=int(e1.get())
    b=int(e2.get())
    ba=Button(win,text=f"Result={a*b}",font=('arial',15),fg='blue',bg='yellow')
    ba.place(relx=0.5,rely=0.7)

def sub():
    a=int(e1.get())
    b=int(e2.get())
    ba=Button(win,text=f"Result={a-b}",font=('arial',15),fg='blue',bg='yellow')
    ba.place(relx=0.5,rely=0.7)

def div():
    a=int(e1.get())
    b=int(e2.get())
    ba=Button(win,text=f"Result={a/b}",font=('arial',15),fg='blue',bg='yellow')
    ba.place(relx=0.5,rely=0.7)


l1=Label(win,text="Enter First Number",font=('arial',15),fg='blue',bg='yellow')
l1.place(relx=0.2,rely=0.2)
e1=Entry(win,font=('arial',15),bd=5,fg='blue',bg='yellow')
e1.place(relx=0.5,rely=0.2)

l2=Label(win,text="Enter Second Number",font=('arial',15),fg='blue',bg='yellow')
l2.place(relx=0.2,rely=0.3)
e2=Entry(win,font=('arial',15),bd=5,fg='blue',bg='yellow')
e2.place(relx=0.5,rely=0.3)

b1=Button(win,text='Addition',font=('arial',12),bd=5,fg='blue',bg='yellow',width='1
b1.place(relx=0.2,rely=0.5)

b2=Button(win,text='Subtraction',font=('arial',12),bd=5,fg='blue',bg='yellow',width
b2.place(relx=0.4,rely=0.5)
```

```python
b3=Button(win,text='Multiplicatiom',font=('arial',12),bd=5,fg='blue',bg='yellow',wi
b3.place(relx=0.6,rely=0.5)

b4=Button(win,text='Division',font=('arial',12),bd=5,fg='blue',bg='yellow',width='1
b4.place(relx=0.8,rely=0.5)
win.mainloop()
```