import tkinter as tk

# Create a function to perform calculations

def calculate():

try:

num1 = float(entry1.get())

num2 = float(entry2.get())

operator = operator\_var.get()

if operator == "+":

result.set(num1 + num2)

elif operator == "-":

result.set(num1 - num2)

elif operator == "\*":

result.set(num1 \* num2)

elif operator == "/":

if num2 == 0:

result.set("Error")

else:

result.set(num1 / num2)

except ValueError:

result.set("Error")

# Create the main window

root = tk.Tk()

root.title("Simple Calculator")

# Create input fields and labels

label1 = tk.Label(root, text="Number 1:")

label1.pack()

entry1 = tk.Entry(root)

entry1.pack()

label2 = tk.Label(root, text="Number 2:")

label2.pack()

entry2 = tk.Entry(root)

entry2.pack()

# Create operator dropdown

operator\_var = tk.StringVar()

operator\_label = tk.Label(root, text="Operator:")

operator\_label.pack()

operator\_dropdown = tk.OptionMenu(root, operator\_var, "+", "-", "\*", "/")

operator\_dropdown.pack()

# Create a button to perform calculations

calculate\_button = tk.Button(root, text="Calculate", command=calculate)

calculate\_button.pack()

# Create a label to display the result

result = tk.StringVar()

result\_label = tk.Label(root, textvariable=result)

result\_label.pack()

# Start the GUI application

root.mainloop()