

A Python-Kivy basic Application

```
# -*- coding: utf-8 -*-

from kivy.app import App
from kivy.uix.boxlayout import BoxLayout
from kivy.uix.button import Button
from kivy.uix.gridlayout import GridLayout
from kivy.uix.label import Label
import re

class SimpleCalc( BoxLayout ) :

    def __init__( self, **kargs ) :
        BoxLayout.__init__( self, orientation="vertical" )
        #For layout reason, I put this function in the bottom of the page!
        self.build_window()

    def update( self, instance ) :
        self.lblDisplay.text += instance.text

    def clear( self, instance ) :
        self.lblDisplay.text = ""

    def calc( self, instance ) :
        self.lblDisplay.text = str( eval(self.lblDisplay.text) )

class SimpleCalcApp( App ) :

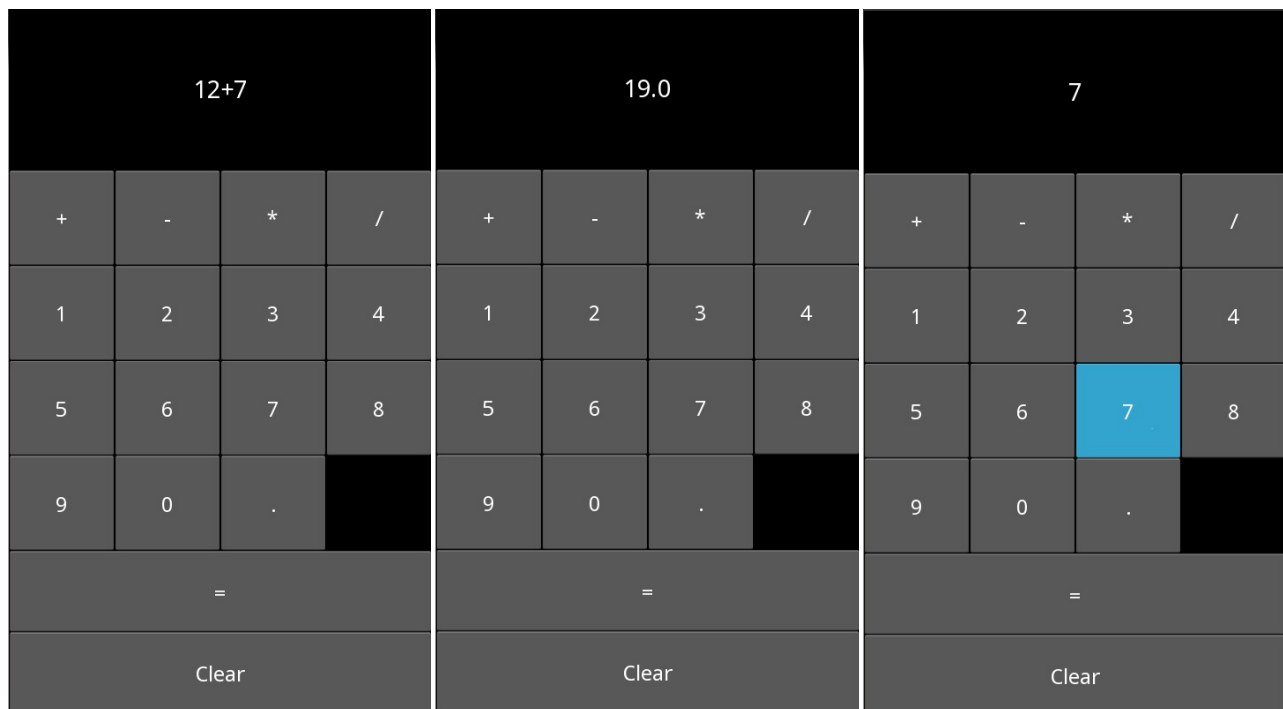
    title = 'Simple Calc'

    def build( self ) :
        return SimpleCalc()

    def on_pause( self ) :
        return True

if __name__ in [ "__android__", "__main__" ] :
    SimpleCalcApp().run()
```

Screenshots



And here are the missing functions

```
#Build a set of buttons and add them to the given layout.
def names_to_buttons( names, op, targetLayout ) :
    for name in names :
        b = Button( text=str(name), font_size=24 )
        b.bind( on_press=op )
        targetLayout.add_widget( b )

#Build all the widget of the window
def build_window( self ) :

    #Kivy's Label supports unicode texts and bbcode for text makeup!!
    self.lblDisplay = Label( text="", \
                            size_hint=(1, 0.3), \
                            font_size=28
                            )

    #A container for the buttons
    buttons = GridLayout( cols=4, size_hint=(1, 0.7) )

    #Generating labels for the buttons
    names = [ "+", "-", "*", "/" ] + list( range( 1, 10 ) )+["0", "."]

    #Generating the buttons
    names_to_buttons( names, self.update, buttons )

    #A button to commit operations
    btnCalc = Button( text="=", size_hint=(1, 0.15), font_size=24 )
    btnCalc.bind( on_press=self.calc )

    #A button to clear all
    btnClear = Button( text="Clear", size_hint=(1, 0.15), font_size=24 )
    btnClear.bind( on_press=self.clear )

    #Adding all this widget to the main one
    self.add_widget( self.lblDisplay )
    self.add_widget( buttons )
    self.add_widget( btnCalc )
    self.add_widget( btnClear )
```