

# GUI Calculator Project

## Overview

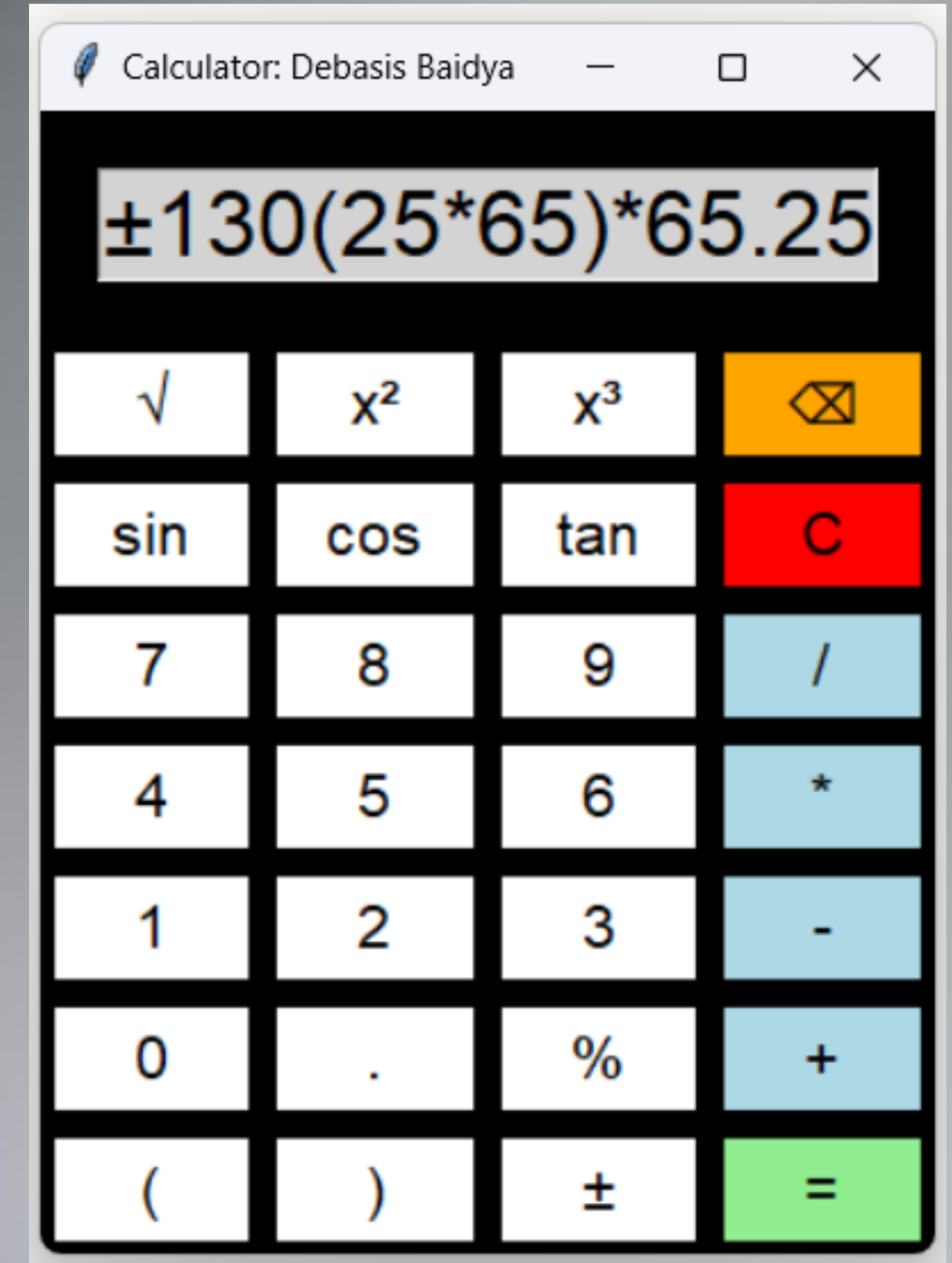
This presentation will walk through a **GUI Calculator Project** built using **Python** and **Tkinter**, highlighting its key features, code structure, and functionality to demonstrate how the calculator works.

The project utilizes the **Math** module to extend its capabilities beyond basic arithmetic, allowing for operations like square roots and trigonometric functions. Additionally, the **Messagebox** library plays a crucial role in error handling and user feedback, alerting users when they attempt to divide by zero or enter invalid expressions, thus ensuring a smooth user experience.

Overall, this project combines these elements to create a powerful and user-friendly calculator application.



by **Debasis Baidya**



# Project Structure

The project is structured around a Tkinter main window, with an entry widget for input and buttons that trigger calculations through the `on_button_click` function.

01

## Tkinter Framework:

Tkinter is used to build the GUI of the calculator, handling the layout and user interactions.



02

## Core Functionality:

`on_button_click(ch)`

This function updates the display based on user input, performs calculations, and shows results or errors.



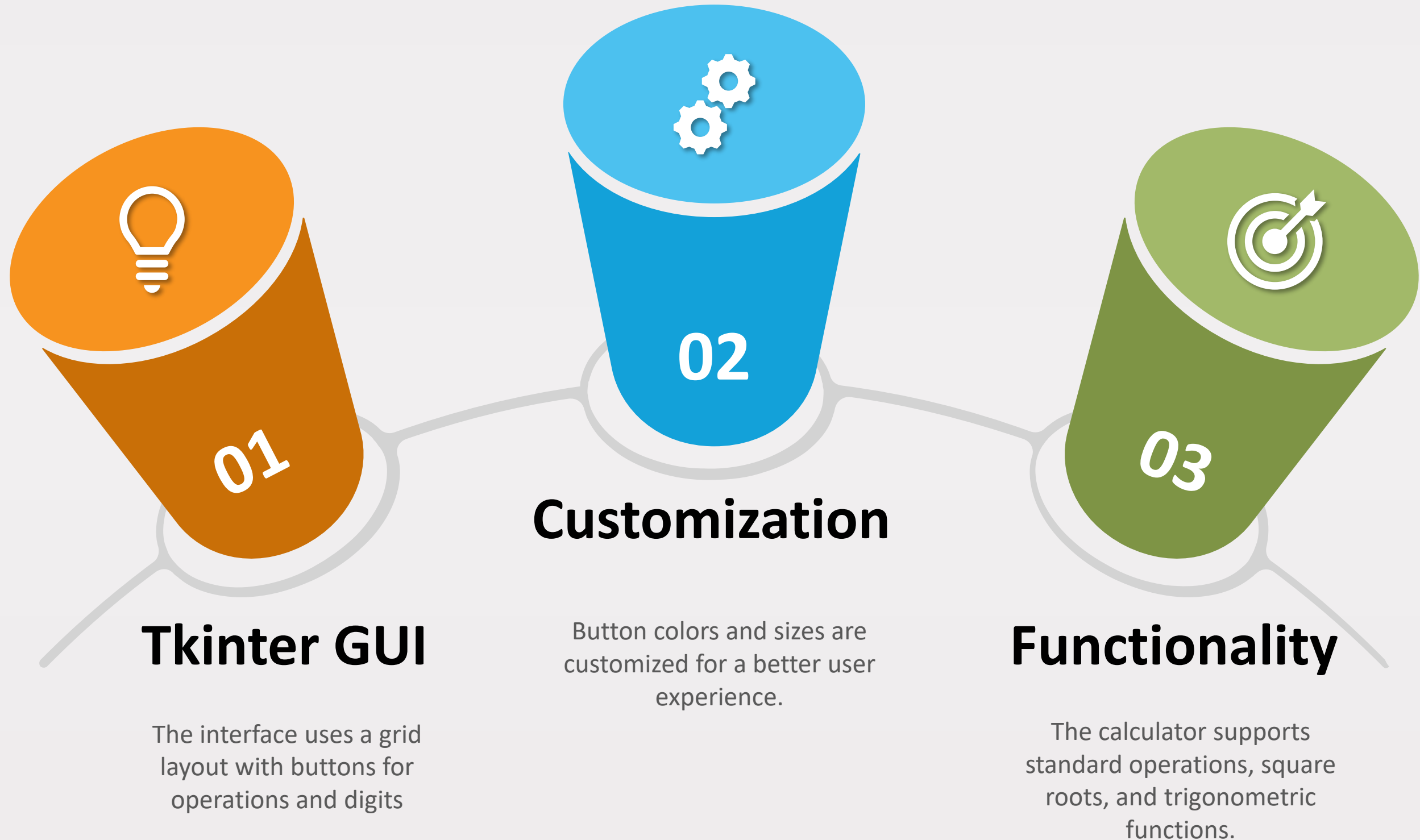
03

## Math Operations:

Includes basic operations and functions like sin, cos, tan, square root, square, and cube, all using Python's math module.



# User Interface Design



# Percentage Calculation

1

## Expression Parsing

The calculate\_percentage function splits the expression based on operators and identifies percentage values.

2

## Percentage Computation

The function applies the percentage to the base value to compute the final result.

3

## Handling Percentages

This allows the calculator to accurately process expressions like GST Calculation "100 + 18% = 118" & Discount Calculation "100-15% = 85".

```
def calculate_percentage(expression):
    """Calculate percentage in the expression."""
    operators = ['+', '-', '*', '/']
    for operator in operators:
        if operator in expression:
            # Split the expression based on the operator
            parts = expression.rsplit(operator, 1)
            if len(parts) == 2 and '%' in parts[1]:
                base_value = float(parts[0].strip())
                percentage_value = float(parts[1].replace('%', '').strip())

                # Calculate the percentage and apply it to the base value
                if operator == '+':
                    return str(base_value + (base_value * percentage_value / 100))
                elif operator == '-':
                    return str(base_value - (base_value * percentage_value / 100))
                elif operator == '*':
                    return str(base_value * (percentage_value / 100))
                elif operator == '/':
                    return str(base_value / (percentage_value / 100))

    return expression
```

```
def on_button_click(ch):
    try:
        if ch == 'C':
            input_field.delete(0, tk.END)
        elif ch == '⌫':
            input_field.delete(len(input_field.get()) - 1)
        elif ch == '=':
            expression = input_field.get()
            # Handle percentage calculation correctly
            if '%' in expression:
                expression = calculate_percentage(expression)
            input_field.delete(0, tk.END)
            input_field.insert(tk.END, str(eval(expression)))
        else:
            if ch in operations:
                num = float(input_field.get())
                result = operations[ch](math.radians(num) if ch in ['sin', 'cos', 'tan'] else num)
                input_field.delete(0, tk.END)
                input_field.insert(tk.END, str(result))
            elif ch == '.' and '.' not in input_field.get():
                input_field.insert(tk.END, ch)
            else:
                input_field.insert(tk.END, ch)
    except Exception:
        messagebox.showerror("Error", "Invalid Input")
```

```
# Operations dictionary
operations = {
    '√': math.sqrt,
    'x²': lambda x: x**2,
    'x³': lambda x: x**3,
    'e^x': math.exp,
    'sin': math.sin,
    'cos': math.cos,
    'tan': math.tan,
}
```

```
# Button layout
buttons = [
    ['√', 'x²', 'x³', '⌫'],
    ['sin', 'cos', 'tan', 'C'],
    ['7', '8', '9', '/'],
    ['4', '5', '6', '*'],
    ['1', '2', '3', '-'],
    ['0', '.', '%', '+'],
    ['(', ')', '±', '=']
]
```

# Handling User Input

## 1 on\_button\_click Function

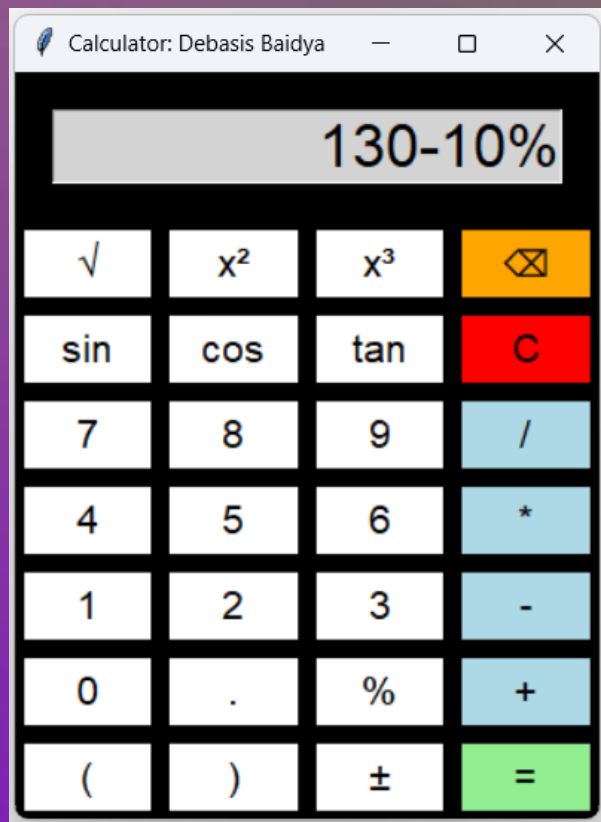
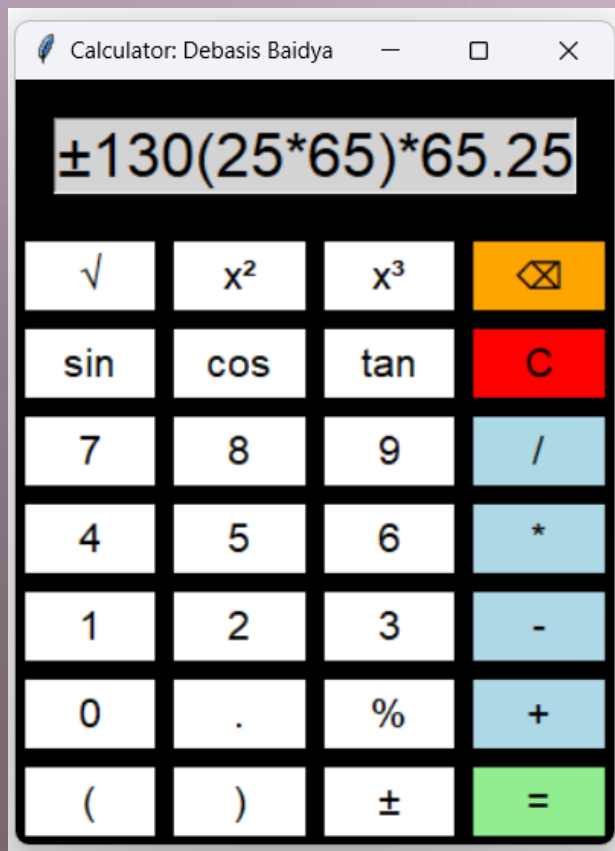
Manages all user inputs, from clearing the display to computing results. Backspace & Clear Buttons work to handle typos.

## 2 Operations Dictionary

Advanced operations are mapped in a dictionary for easy reference and execution.

## 3 Error Handling & Button Layout

Invalid inputs trigger an error message. Button Layout positions buttons in the Calculator.



# Key Features



## Advanced Mathematical Operations:

Perform complex calculations with ease, including trigonometric functions (sin, cos, tan), Root ( $\sqrt{\phantom{x}}$ ), Square ( $x^2$ ) & Cube ( $x^3$ ).



## Percentage Calculations:

Effortlessly calculate percentages with the dedicated '%' button, supporting addition, subtraction, multiplication, and division operations.



## Intuitive User Interface:

- Black background and colorful buttons
- Clear typography
- Organized button layout
- Resizable design



## Comprehensive Functionality:

- Basic arithmetic ( +, -, \*, / )
- Parentheses and negation ( ), ( ± )
- Decimal input ( . )
- Dedicated buttons for common operations

# Conclusion

1

## Efficient Calculations

The calculator handles a variety of mathematical operations.

2

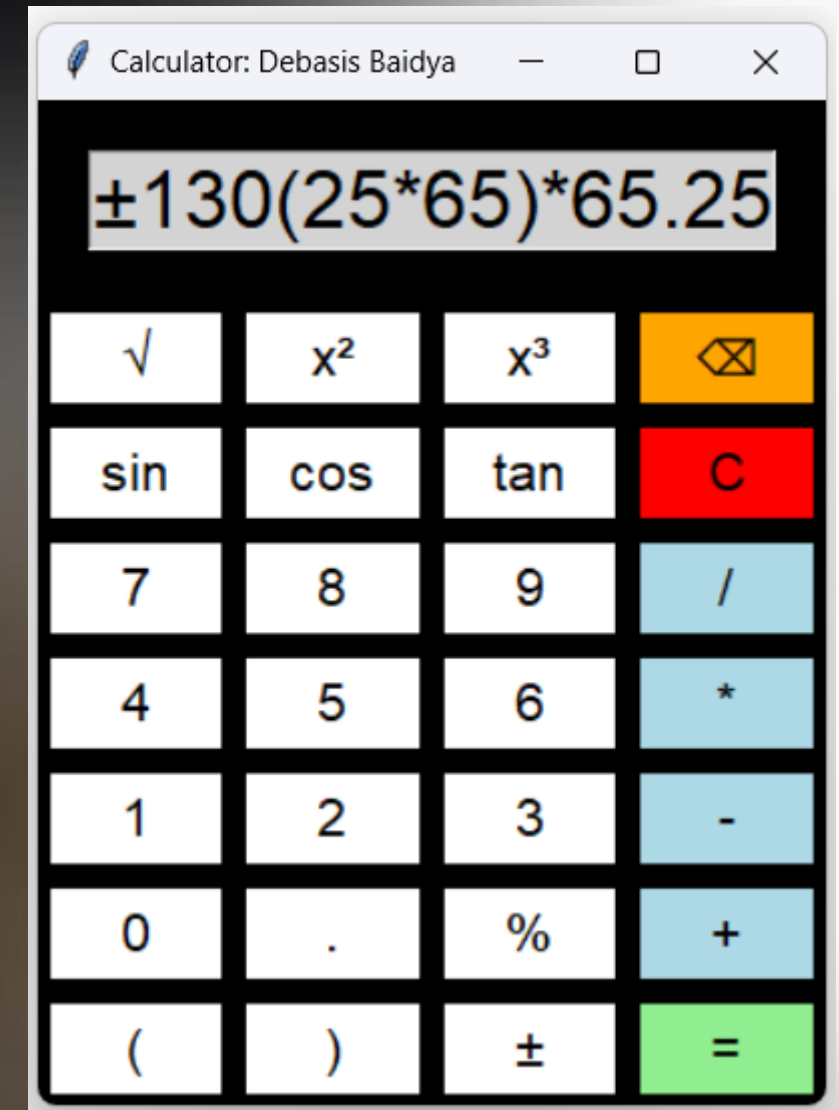
## User-Friendly Design

The customized Tkinter interface provides a smooth user experience.

3

## Robust Performance

The app is designed to be reliable and handle user errors.





# Conclusion and Future Improvements



## Summary

The key points of the calculator project were discussed.



## Future Enhancements

Potential improvements include adding more advanced functions and refining the UI.



## Q&A

The presentation is open for any questions & suggestions from the reviewer.