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In [102... from tkinter import *
import math
mainBox=Tk()
mainBox.title('Calculator')
mainBox.geometry('500x500')
entry=Entry(mainBox, width=100, borderwidth=5, font=('Arial', 30))
entry.place(x=0, y=0)
def btnclick(n):
    current=entry.get()
    entry.delete(0,END)
    entry.insert(0,str(current)+str(n))
btn=Button(mainBox, text='9', width=15, borderwidth=5, font=('Arial', 10), command=lambda:btnclick(9))
btn.place(x=30, y=110)
btn=Button(mainBox, text='8', width=15, borderwidth=5, font=('Arial', 10), command=lambda:btnclick(8))
btn.place(x=190, y=110)
btn=Button(mainBox, text='7', width=15, borderwidth=5, font=('Arial', 10), command=lambda:btnclick(7))
btn.place(x=350, y=110)
btn=Button(mainBox, text='6', width=15, borderwidth=5, font=('Arial', 10), command=lambda:btnclick(6))
btn.place(x=30, y=170)
btn=Button(mainBox, text='5', width=15, borderwidth=5, font=('Arial', 10), command=lambda:btnclick(5))
btn.place(x=190,y=170)
btn=Button(mainBox, text='4', width=15, borderwidth=5, font=('Arial', 10), command=lambda:btnclick(4))
btn.place(x=350, y=170)
btn=Button(mainBox, text='3', width=15, borderwidth=5, font=('Arial', 10), command=lambda:btnclick(3))
btn.place(x=30, y=230)
btn=Button(mainBox, text='2', width=15, borderwidth=5, font=('Arial', 10), command=lambda:btnclick(2))
btn.place(x=190, y=230)
btn=Button(mainBox, text='1', width=15, borderwidth=5, font=('Arial', 10), command=lambda:btnclick(1))
btn.place(x=350, y=230)
btn=Button(mainBox, text='0', width=15, borderwidth=5, font=('Arial', 10), command=lambda:btnclick(0))
btn.place(x=30,y=290)
def add():
    global f, math
    math='addition'
    fnum=entry.get()
    f=int(fnum)
    entry.delete(0,END)
btn=Button(mainBox, text='+', width=15, borderwidth=5, font=('Arial', 10), command=add)
btn.place(x=190, y=290)
def sub():
    global f, math
    math='subtraction'
    fnum=entry.get()
    f=int(fnum)
    entry.delete(0,END)
btn=Button(mainBox, text='-', width=15, borderwidth=5, font=('Arial', 10), command=sub)
btn.place(x=350, y=290)
def mul():
    global f, math
    math='multiplication'
    fnum=entry.get()
    f=int(fnum)
    entry.delete(0,END)
btn=Button(mainBox, text='*', width=15, borderwidth=5, font=('Arial', 10), command=mul)
btn.place(x=30, y=350)
def div():
    global f, math
    math='division'
    fnum=entry.get()
    f=int(fnum)
    entry.delete(0,END)
btn=Button(mainBox, text='/', width=15, borderwidth=5, font=('Arial', 10), command=div)
btn.place(x=190, y=350)
def mod():
    global f, math
    math='modulus'
    fnum=entry.get()
    f=float(fnum)
    entry.delete(0,END)
btn=Button(mainBox, text='%', width=15, borderwidth=5, font=('Arial', 10), command=mod)
btn.place(x=350, y=350)
def total():
    f1num=entry.get()
    entry.delete(0,END)
    if math=='addition':
        entry.insert(0,f+int(f1num))
    elif math=='subtraction':
        entry.insert(0, f-int(f1num))
    elif math=='multiplication':
        entry.insert(0,f*int(f1num))
    elif math=='division':
        entry.insert(0,f/int(f1num))
    elif math=='modulus':
        entry.insert(0, f%int(f1num))
btn=Button(mainBox, text='=', width=15, borderwidth=5, font=('Arial', 10), command=total)
btn.place(x=110, y=420)
def clear():
    entry.delete(0,END)
btn=Button(mainBox, text='Clear', width=15, borderwidth=5, font=('Arial', 10), command=clear)
btn.place(x=270, y=420)
mainBox.mainloop()
```