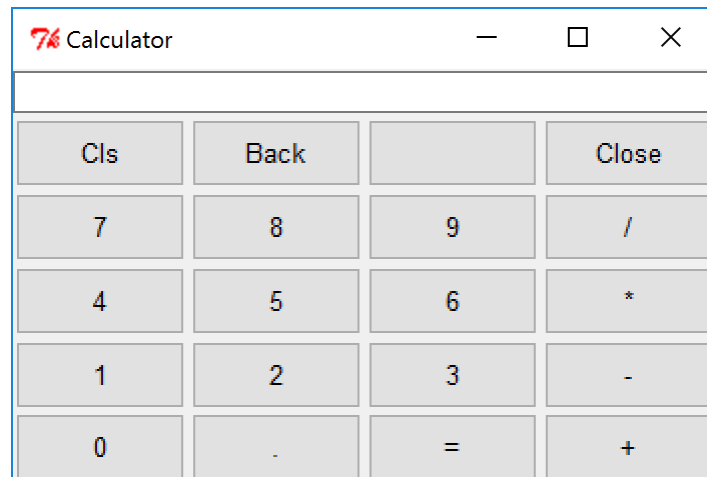


## ENGR 102 Programming Practice Practice Session (Week 5)

In this practice session, you are going to develop a simple calculator with a graphical user interface. The calculator should look like as shown below.



### Development Plan:

**Part 1:** Create the widgets (buttons and a label or an entry as the calculator screen), and place them as shown above using (a) pack geometry manager, (b) grid geometry manager.

**Part 2:** Associate buttons with an action, that is, what will happen if a button is clicked (Hint: Consider using the *command* option of buttons). Try not to use events, which will be covered in the next step.

**Part 3:** Now, try to do the above part by using events this time rather than using the command option (Hint: Consider binding events to widgets, e.g.: `button1.bind("<Button-1>", self.onClick)`)