In [12]:

```
from tkinter import *

win = Tk() # This is to create a basic window
win.geometry("312x324")  # this is for the size of the window
win.resizable(0, 0)  # this is to prevent from resizing the window
win.title(" Kiruthika's Calculator")

###################Starting with functions ####################
# 'btn_click' function :
# This Function continuously updates the
# input field whenever you enter a number

def btn_click(item):
    global expression
    expression = expression + str(item)
    input_text.set(expression)

# 'bt_clear' function :This is used to clear
# the input field

def bt_clear():
    global expression
    expression = ""
    input_text.set("")
 #'bt_equal':This method calculates the expression
# present in input field

def bt_equal():
    global expression
    result = str(eval(expression)) # 'eval':This function is used to evaluates the stri
    input_text.set(result)
    expression = ""
expression = ""

# 'StringVar()' :It is used to get the instance of input field

input_text = StringVar()

# Let us creating a frame for the input field

input_frame = Frame(win, width=312, height=50, bd=0, highlightbackground="black", highl

input_frame.pack(side=TOP)

#Let us create a input field inside the 'Frame'

input_field = Entry(input_frame, font=('arial', 28, 'bold'), textvariable=input_text, w

input_field.grid(row=0, column=0)

input_field.pack(ipady=10) # 'ipady' is internal padding to increase the height of inpu

#Let us creating another 'Frame' for the button below the 'input_frame'

btns_frame = Frame(win, width=312, height=272.5, bg="grey")

btns_frame.pack()
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```
# first row
clear = Button(btns_frame, text = "C", fg = "black", width = 32, height = 3, bd = 0, bg
divide = Button(btns_frame, text = "/", fg = "black", width = 10, height = 3, bd = 0, b
# second row
seven = Button(btns_frame, text = "7", fg = "black", width = 10, height = 3, bd = 0, bg
eight = Button(btns_frame, text = "8", fg = "black", width = 10, height = 3, bd = 0, bg
nine = Button(btns_frame, text = "9", fg = "black", width = 10, height = 3, bd = 0, bg
multiply = Button(btns_frame, text = "*", fg = "black", width = 10, height = 3, bd = 0,
# third row
four = Button(btns_frame, text = "4", fg = "black", width = 10, height = 3, bd = 0, bg
five = Button(btns_frame, text = "5", fg = "black", width = 10, height = 3, bd = 0, bg
six = Button(btns_frame, text = "6", fg = "black", width = 10, height = 3, bd = 0, bg =
minus = Button(btns_frame, text = "-", fg = "black", width = 10, height = 3, bd = 0, bg
# fourth row
one = Button(btns_frame, text = "1", fg = "black", width = 10, height = 3, bd = 0, bg =
two = Button(btns_frame, text = "2", fg = "black", width = 10, height = 3, bd = 0, bg =
three = Button(btns_frame, text = "3", fg = "black", width = 10, height = 3, bd = 0, bg
plus = Button(btns_frame, text = "+", fg = "black", width = 10, height = 3, bd = 0, bg
# fourth row
zero = Button(btns_frame, text = "0", fg = "black", width = 21, height = 3, bd = 0, bg
point = Button(btns_frame, text = ".", fg = "black", width = 10, height = 3, bd = 0, bg
equals = Button(btns_frame, text = "=", fg = "black", width = 10, height = 3, bd = 0, b
win.mainloop()
```

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