Jun 11, 2025, 4:44 PM

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from tkinter import *

# Global variable to hold the equation text
equation_text = ""

def button_press(num):
    global equation_text
    equation_text += str(num)
    equation_label.set(equation_text)

def equals():
    global equation_text
    try:
        total = str(eval(equation_text))
        equation_label.set(total)
        equation_text = total
    except Exception as e:
        equation_label.set("Error")
        equation_text = ""

def clear():
    global equation_text
    equation_text = ""
    equation_label.set("")

# GUI setup
window = Tk()
window.title("Design of Calculator")
window.geometry("600x600")

equation_label = StringVar()

label = Label(window, textvariable=equation_label, bg="red", font="arial 15 bold",
width=30, height=2)
label.pack()

frame = Frame(window)
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frame.pack()

# Buttons
btn1 = Button(frame, text=1, width=3, height=1, font="arial 14 bold",
command=lambda: button_press(1))
btn1.grid(row=0, column=0)

btn2 = Button(frame, text=2, width=3, height=1, font="arial 14 bold",
command=lambda: button_press(2))
btn2.grid(row=0, column=1)

btn3 = Button(frame, text=3, width=3, height=1, font="arial 14 bold",
command=lambda: button_press(3))
btn3.grid(row=0, column=2)

btn4 = Button(frame, text=4, width=3, height=1, font="arial 14 bold",
command=lambda: button_press(4))
btn4.grid(row=1, column=0)

btn5 = Button(frame, text=5, width=3, height=1, font="arial 14 bold",
command=lambda: button_press(5))
btn5.grid(row=1, column=1)

btn6 = Button(frame, text=6, width=3, height=1, font="arial 14 bold",
command=lambda: button_press(6))
btn6.grid(row=1, column=2)

btn7 = Button(frame, text=7, width=3, height=1, font="arial 14 bold",
command=lambda: button_press(7))
btn7.grid(row=2, column=0)

btn8 = Button(frame, text=8, width=3, height=1, font="arial 14 bold",
command=lambda: button_press(8))
btn8.grid(row=2, column=1)

btn9 = Button(frame, text=9, width=3, height=1, font="arial 14 bold",
command=lambda: button_press(9))
btn9.grid(row=2, column=2)
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btn0 = Button(frame, text=0, width=3, height=1, font="arial 14 bold",
command=lambda: button_press(0))
btn0.grid(row=3, column=0)

btnplus = Button(frame, text="+", width=3, height=1, font="arial 14 bold",
command=lambda: button_press("+"))
btnplus.grid(row=0, column=3)

btnminus = Button(frame, text="-", width=3, height=1, font="arial 14 bold",
command=lambda: button_press("-"))
btnminus.grid(row=1, column=3)

btnmultiply = Button(frame, text="*", width=3, height=1, font="arial 14 bold",
command=lambda: button_press("*"))
btnmultiply.grid(row=2, column=3)

btndivision = Button(frame, text="/", width=3, height=1, font="arial 14 bold",
command=lambda: button_press("/"))
btndivision.grid(row=3, column=3)

btndot = Button(frame, text=".", width=3, height=1, font="arial 14 bold",
command=lambda: button_press("."))
btndot.grid(row=3, column=1)

btnequals = Button(frame, text="=", width=3, height=1, font="arial 14 bold",
command=equals)
btnequals.grid(row=3, column=2)

btnclear = Button(window, text="CLEAR", width=30, height=1, font="arial 14 bold",
command=clear)
btnclear.pack(pady=10)

window.mainloop()
```