

Fingerprint_project.py | Simple_Calculator.py |

I: > Python > calculator project > Simple_Calculator.py > click

```
1 import customtkinter as ctk
2 import tkinter as tk
3
4
5 def click(text):
6     global value
7     if text == "=":
8         try:
9             result = str(eval(value.get()))
10            value.set(result)
11        except:
12            value.set("Error")
13    elif text == "C":
14        value.set("")
15    elif text == "AC":
16        current_value = value.get()
17        value.set(current_value[:-1])
18    elif text == "x²":
19        try:
20            num = float(eval(value.get()))
21            result = str(num ** 2)
22            value.set(result)
23        except:
24            value.set("Error")
25    else:
26        value.set(value.get() + text)
27
28
29
30
31
32 root = ctk.CTk()
33
34 root.geometry("470x450")
```

The screenshot shows a Python IDE interface with two tabs: 'Fingerprint_project.py' and 'Simple_Calculator.py'. The 'Simple_Calculator.py' tab is active, displaying the provided Python code. To the right of the code, a window titled 'Simple Calculator' is displayed, showing the result of the expression '94*(-2)+3' which is '94*(-2)+3'. The calculator has a dark theme with white buttons. The buttons are arranged in a grid and include digits (9, 8, 7, 6, 5, 4, 3, 2, 1, 0, 00, 000), arithmetic operators (+, -, ×, ÷), parentheses ((), .), and other functions (AC, C, x², =). The code itself handles button clicks by evaluating the input expression and updating the display.

```
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