Project Team 2

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1 BASIC CALCULATOR CODE

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1.4.1 Task:

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- A program that opts two numbers from the User
- The user then choose one of the mathematical formula like -
    addition, subtration, Multiplication, Division, Second Power and square root
- Accordingly an output is generated
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[8]:
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from tkinter import *#import orders from the library  #tkinter=library to␣
 ↪create a desktop app

window = Tk() #create a window
window.title('Calculator') # name the program
window.minsize(width=400, height=500) #set the window size

title_label = Label(master=window, text='BASIC CALCULATOR') # create the title
title_label.pack() #pack() is use to put something in the window

# function for addition
def Addition():
    res=int(first_num.get())+int(second_num.get())
    myText.set(res) #output an answer

# function for subtraction
def Subtraction():
    res=int(first_num.get())-int(second_num.get())
    myText.set(res)

# function for multiplication
def Multiplication():
    res=int(first_num.get())*int(second_num.get())
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    myText.set(res)

# function of Division
def Division():
    res=int(first_num.get())/int(second_num.get())
    myText.set(res)

# function for second power
def Second_Power():
    res=int(first_num.get())**2
    myText.set(res)

# function for squre root
def Square_Root():
    res=int(first_num.get())**0.5
    myText.set(res)

myText=StringVar()
First_L = Label(window, text="Enter First number") # create a text"First number"
First_L.pack() #put a text in the window
first_num = Entry(window) # create a box to input the first number
first_num.pack()

Second_L = Label(window, text="Enter Second number") # create a text"Second␣
 ↪number"
Second_L.pack()
second_num = Entry(window) # create a box to input the first number
second_num.pack()

#create a addition button
addition_button = Button(window, text='ADDITION +', padx=50, pady=10,␣
 ↪command=Addition)
addition_button.pack()

#create a subtraction button
subtraction_button = Button(window, text='SUBTRACTION -', padx=50, pady=10,␣
 ↪command=Subtraction)
subtraction_button.pack()

#create a multiplication button
multiplication_button = Button(window, text='MULTIPLICATION x', padx=50,␣
 ↪pady=10, command=Multiplication)
multiplication_button.pack()

#create a division button
division_button = Button(window, text='DIVISION ÷', padx=50, pady=10,␣
 ↪command=Division)
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division_button.pack()

#create a second power button
second_power_button = Button(window, text='SECOND POWER x^2', padx=50, pady=10,␣
↪command=Second_Power)
second_power_button.pack()

#create a square root button
square_root_button = Button(window, text='SQUARE ROOT √ ', padx=50, pady=10,␣
↪command=Square_Root)
square_root_button.pack()

#create an exit button
exit_button = Button(window, text="Exit", command=window.destroy)
exit_button.pack(pady=20)

#extra
Extra = Label(window, text="*For second power and square root enter number in␣
↪'First number' only")
Extra.pack()

Result_L = Label(window, text="RESULT:") # create a text" Result"
Result_L.pack()
result = Label(window, text="", textvariable=myText) #show the calculation␣
↪result
result.pack()


window.mainloop() # mainloop = order to start the window
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