import tkinter

from tkinter import \*

root=Tk()

root.title('kalkulačka')

operators=''

root.geometry('210x340')

root.configure(bg="aqua")

var=StringVar()

cisla=''

def vyber (cislo): Ulozenie cisla do prikladu

global cisla

cisla=cisla+str(cislo)

var.set(cisla)

def clear\_all(): Vymaze cely entry

global cisla

entry.delete(0, END)

cisla=''

def clear\_last(): vymaze posledne cislo z entry

global cisla

entry.delete(len(entry.get())-1)

cisla=''

def vysledok(): Vyratanie prikladu

global cisla

total = str(eval(cisla))

var.set(total)

cisla=''

entry=Entry(root,textvariable=var) vlozenie entry

tlacidla kalkulacky:

b0=Button(root,text='0',bg='#F0FFFF',height=3,width=4,command=lambda:vyber(0)) b1=Button(root,text='1',bg='#F0FFFF',height=3,width=4,command=lambda:vyber(1))

b2=Button(root,text='2',bg='#F0FFFF',height=3,width=4,command=lambda:vyber(2))

b3=Button(root,text='3',bg='#F0FFFF',height=3,width=4,command=lambda:vyber(3))

b4=Button(root,text='4',bg='#F0FFFF',height=3,width=4,command=lambda:vyber(4))

b5=Button(root,text='5',bg='#F0FFFF',height=3,width=4,command=lambda:vyber(5))

b6=Button(root,text='6',bg='#F0FFFF',height=3,width=4,command=lambda:vyber(6))

b7=Button(root,text='7',bg='#F0FFFF',height=3,width=4,command=lambda:vyber(7))

b8=Button(root,text='8',bg='#F0FFFF',height=3,width=4,command=lambda:vyber(8))

b9=Button(root,text='9',bg='#F0FFFF',height=3,width=4,command=lambda:vyber(9))

deleno=Button(root,text='/',bg='#F0FFFF',height=3,width=4,command=lambda:vyber('/'))

krat=Button(root,text='\*',bg='#F0FFFF',height=3,width=4,command=lambda:vyber('\*'))

minus=Button(root,text='-',bg='#F0FFFF',height=3,width=4,command=lambda:vyber('-'))

plus=Button(root,text='+',bg='#F0FFFF',height=3,width=4,command=lambda:vyber('+'))

rovnasa=Button(root,text='=',bg='#F9FFFF',height=3,width=9,command=vysledok)

vymazA=Button(root, text="CE", height=3, width=9, bg='#F9FFFF', command=clear\_all)

vymazL=Button(root, text="C", height=3, width=9, bg='#F9FFFF', command=clear\_last)

Umiestnenie tlačidiel:

entry.place(x=20,y=10)

b0.place(x=5,y=220)

b1.place(x=5,y=40)

b2.place(x=45,y=40)

b3.place(x=85,y=40)

b4.place(x=5,y=100)

b5.place(x=45,y=100)

b6.place(x=85,y=100)

b7.place(x=5,y=160)

b8.place(x=45,y=160)

b9.place(x=85,y=160)

deleno.place(x=125,y=220)

krat.place(x=125,y=160)

minus.place(x=125,y=100)

plus.place(x=125,y=40)

rovnasa.place(x=47,y=220)

vymazA.place(x=5,y=280)

vymazL.place(x=85,y=280)

root.mainloop()

Ospravedlnujem sa ale tie kvadre, pytagorovu, atd. Som nevedel spravit.Moja kalkulacka sa ovlada jednoducho pomocou tlacidiel ktore s na obrazovke, ma jednoduche pouzitie.

Naučil som sa toho vela, aj ked nie vsetko ale vela. Oproti prvemu rocniku sa mi lepsie ucilo.