

In [1]:

```
from tkinter import *

def button_click(number):
    current = entry.get()
    entry.delete(0, END)
    entry.insert(0, str(current) + str(number))

def button_clear():
    entry.delete(0, END)

def button_add():
    first_number = entry.get()
    global f_num
    global math_operation
    math_operation = "addition"
    f_num = float(first_number)
    entry.delete(0, END)

def button_subtract():
    first_number = entry.get()
    global f_num
    global math_operation
    math_operation = "subtraction"
    f_num = float(first_number)
    entry.delete(0, END)

def button_multiply():
    first_number = entry.get()
    global f_num
    global math_operation
    math_operation = "multiplication"
    f_num = float(first_number)
    entry.delete(0, END)

def button_divide():
    first_number = entry.get()
    global f_num
    global math_operation
    math_operation = "division"
    f_num = float(first_number)
    entry.delete(0, END)

def button_equal():
    second_number = entry.get()
    entry.delete(0, END)
    if math_operation == "addition":
        entry.insert(0, f_num + float(second_number))
    elif math_operation == "subtraction":
        entry.insert(0, f_num - float(second_number))
    elif math_operation == "multiplication":
        entry.insert(0, f_num * float(second_number))
    elif math_operation == "division":
        entry.insert(0, f_num / float(second_number))

# Create the GUI window
root = Tk()
root.title("Calculator")

# Create an input field
entry = Entry(root, width=35, borderwidth=5)
entry.grid(row=0, column=0, columnspan=3, padx=10, pady=10)

# Create number buttons
button_1 = Button(root, text="1", padx=40, pady=20, command=lambda: button_click(1))
button_2 = Button(root, text="2", padx=40, pady=20, command=lambda: button_click(2))
button_3 = Button(root, text="3", padx=40, pady=20, command=lambda: button_click(3))
button_4 = Button(root, text="4", padx=40, pady=20, command=lambda: button_click(4))
button_5 = Button(root, text="5", padx=40, pady=20, command=lambda: button_click(5))
button_6 = Button(root, text="6", padx=40, pady=20, command=lambda: button_click(6))
button_7 = Button(root, text="7", padx=40, pady=20, command=lambda: button_click(7))
button_8 = Button(root, text="8", padx=40, pady=20, command=lambda: button_click(8))
button_9 = Button(root, text="9", padx=40, pady=20, command=lambda: button_click(9))
button_0 = Button(root, text="0", padx=40, pady=20, command=lambda: button_click(0))

# Create operation buttons
button_add = Button(root, text="+", padx=39, pady=20, command=button_add)
button_subtract = Button(root, text="-", padx=41, pady=20, command=button_subtract)
button_multiply = Button(root, text="*", padx=41, pady=20, command=button_multiply)
button_divide = Button(root, text="/", padx=41, pady=20, command=button_divide)
button_equal = Button(root, text="=", padx=91, pady=20, command=button_equal)
button_clear = Button(root, text="Clear", padx=79, pady=20, command=button_clear)

# Add buttons to the window
button_1.grid(row=1, column=0)
button_2.grid(row=1, column=1)
button_3.grid(row=1, column=2)
button_4.grid(row=2, column=0)
button_5.grid(row=2, column=1)
button_6.grid(row=2, column=2)
button_7.grid(row=3, column=0)
button_8.grid(row=3, column=1)
button_9.grid(row=3, column=2)
button_0.grid(row=4, column=0)

button_add.grid(row=4, column=1)
button_subtract.grid(row=4, column=2)
button_multiply.grid(row=5, column=0)
button_divide.grid(row=5, column=1)
button_equal.grid(row=5, column=2)
button_clear.grid(row=6, column=0, columnspan=3)

# Start the GUI event loop
root.mainloop()
```