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Ryomacob21083 / ProjExD Public

Code Sissues 1 Projects Projects Wiki Security Insights

Projects Wiki Security Insights
```

 $ProjExD / ex02 / culc.py / <> Jump to <math>\checkmark$

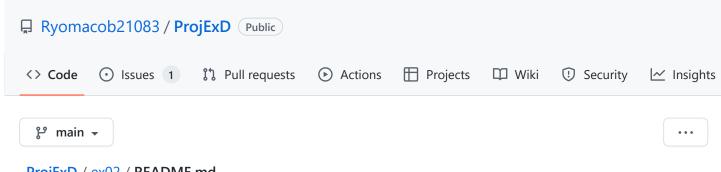
```
Ryomacob21083 ボタンの色修正 #5

③ History

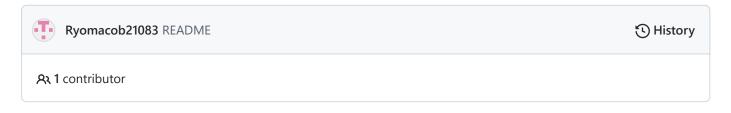
At 1 contributor
```

```
66 lines (52 sloc) | 1.54 KB
  1
       import tkinter as tk
  2
       import tkinter.messagebox as tkm
  3
      def click_number(event):
  4
  5
           btn = event.widget
  6
          num = btn["text"]
           if num == "x":
               num = "*"
  8
           if num == "÷":
  9
               num = "/"
 10
           entry.insert(tk.END, num)
 11
 12
 13
 14
       def click_equal(event):
 15
          eqn = entry.get()
          #if "x" in str(eqn):
 16
 17
                str(eqn).replace("x", "*")
           #if "÷" in str(eqn):
 18
 19
                eqn = 5
 20
          res = eval(eqn)
           entry.delete(0, tk.END)
 21
 22
           entry.insert(tk.END, res)
 23
 24
       def click_clear(event):
 25
           entry.delete(0, tk.END)
 26
 27
       root = tk.Tk()
      root.geometry("500x600")
 28
 29
      entry = tk.Entry(root, width = 10, font = (", 40"), justify = "right")
 30
      entry.grid(row = 0, column = 0, columnspan = 3)
 31
 32
      c1 = 0
 33
 34
       r1 = 1
 35
      numbers = list(range(9, -1, -1))
 36
      decimal_point = ["."]
 37
      for i, num in enumerate(numbers + decimal_point, 1):
           btn = tk.Button(root, text = f"{num}", font = ("", 30), bg = "red", width = 4, height = 2)
```

```
39
         btn.bind("<1>", click_number)
40
         btn.grid(row = r1, column = c1)
41
         c1 += 1
42
         if i%3 == 0:
             r1 += 1
44
             c1 = 0
45
46
47
     btn = tk.Button(root, text = f"C", font = ("", 30), width = 4, height = 2)
48
     btn.bind("<1>", click_clear)
     btn.grid(row = 0, column = 4)
49
50
51
52
     c2 = 4
53
     r2 = 1
     operators = ["+", "-", "x", "÷"]
54
     for i in operators:
55
         btn = tk.Button(root, text = f"{i}", font = ("", 30), bg = "yellow", width = 4, height = 2)
56
57
        btn.bind("<1>", click_number)
58
         btn.grid(row = r2, column = c2)
         r2 += 1
59
60
61
     btn = tk.Button(root, text = f"=", font = ("", 30), bg = "blue", width = 4, height = 2)
62
63
     btn.bind("<1>", click_equal)
64
     btn.grid(row = r1, column = c1)
65
66
     root.mainloop()
```



ProjExD / ex02 / README.md



第2回

追加機能

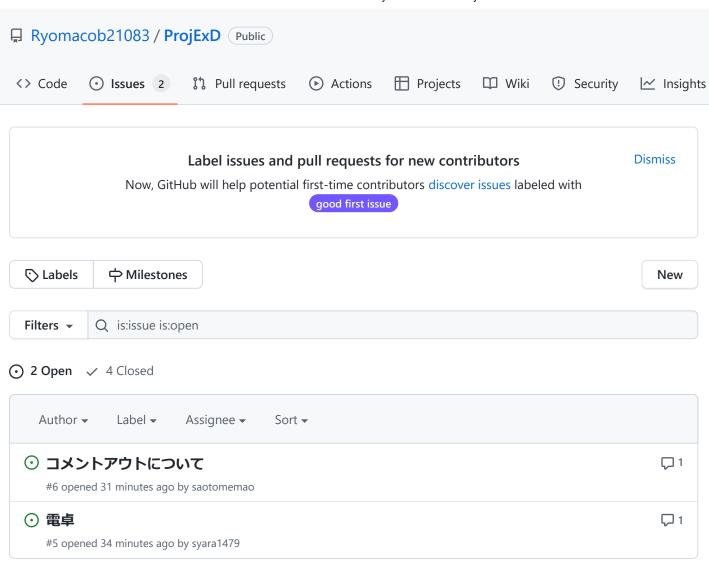
- 四則演算:以外の四則演算をする
- 小数点:小数の表示・計算をする
- オールクリア: entryに入力されている数字・数式の文字列全体をdeleteする

ToDo

- entryに表示されている「*」「/」を「×」「÷」と表示する
- 二乗の計算をする

メモ

- ブランチを作るコマンド: git branch ブランチ名
- ブランチを切り替えるコマンド: git switch ブランチ名
- mainブランチに戻るコマンド: git switch main
- ブランチを切り替える前に、すべて誘変更履歴をコミットした方がいい



OProTip! Find all open issues with in progress development work with linked:pr.