import tkinter

from tkinter import \*

expression=""

def press(val):

    global expression

    expression+=*str*(val)

    equation.set(expression)

def equate():

    try:

        equation.set(eval(equation.get()))

    except:

        equation.set("error")

        expression=""

def clear():

    equation.set("")

    expression = ""

mainscreen = Tk()

mainscreen.configure(background='#bda55d')

mainscreen.geometry('800x600')

mainscreen.title("Calc")

equation = StringVar()

box = Entry(mainscreen, textvariable=equation, width=50)

box.place(relx=0.3, rely=0)

button1 = Button(mainscreen, bg = '#652a0e', fg='black', text='1', width=10, height=2, command=lambda: press(1))

button1.place(x=120, y=80)

button2 = Button(mainscreen, bg = '#652a0e', fg='black', text='2', width=10, height=2, command=lambda: press(2))

button2.place(x = 220, y = 80)

button3 = Button(mainscreen, bg = '#652a0e', fg='black', text='3', width=10, height=2, command=lambda: press(3))

button3.place(x = 320, y=80)

button4 = Button(mainscreen, bg = '#652a0e', fg='black', text='4', width=10, height=2, command=lambda: press(4))

button4.place(x=420, y=80)

button5 = Button(mainscreen, bg = '#652a0e', fg='black', text='5', width=10, height=2, command=lambda: press(5))

button5.place(x = 520, y=80)

button6 = Button(mainscreen, bg = '#652a0e', fg='black', text='6', width=10, height=2, command=lambda: press(6))

button6.place(x=120, y = 130)

button7 = Button(mainscreen, bg = '#652a0e', fg='black', text='7', width=10, height=2, command=lambda: press(7))

button7.place(x = 220, y = 130)

button8 = Button(mainscreen, bg = '#652a0e', fg='black', text='8', width=10, height=2, command=lambda: press(8))

button8.place(x = 320, y = 130)

button9 = Button(mainscreen, bg = '#652a0e', fg='black', text='9', width=10, height=2, command=lambda: press(9))

button9.place(x = 420, y = 130)

button0 = Button(mainscreen, bg = '#652a0e', fg='black', text='0', width=10, height=2, command=lambda: press(0))

button0.place(x = 520, y = 130)

add = Button(mainscreen, bg = '#652a0e', fg='black', text='+', width=10, height=2, command=lambda: press('+'))

add.place(x=120, y=180)

subtract = Button(mainscreen, bg = '#652a0e', fg='black', text='-', width=10, height=2, command=lambda: press('-'))

subtract.place(x=220, y=180)

multiply = Button(mainscreen, bg = '#652a0e', fg='black', text='x', width=10, height=2, command=lambda: press('\*'))

multiply.place(x=320, y=180)

divide = Button(mainscreen, bg = '#652a0e', fg='black', text='/', width=10, height=2, command=lambda: press('/'))

divide.place(x=420, y=180)

equal = Button(mainscreen, bg = '#652a0e', fg='black', text='=', width=10, height=2, command=equate)

equal.place(x=520, y=180)

clear = Button(mainscreen, bg = '#652a0e', fg='black', text='clear', width=10, height=2, command=clear)

clear.place(x=320, y=230)

mainscreen.mainloop()