**SIMPLE CALCULATOR USING TKINTER**

A PROJECT REPORT

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*Submitted by,*

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ABSTRACT

The simple calculator is a system software which allows us to perfom simple mathematical opeations like addition, subtraction, multiplication, division. The python calculator was implemented using tkinter to make the calculation

of mathematical functions easier. To develop this software we have used the various functions to perform the various mathematical operations and each function is different from each other. After that we prompted the user to provide the input for two numbers. And at the end of the program we call the respective functions to perform the respective operations.

SOURCE CODE

from tkinter import\*

window=Tk()

window.title("Calculator")

window.geometry("260x245")

window.resizable(False,False)

window.iconbitmap("./calcu.ico")

window.configure(bg="#2F0909")

text=StringVar()

e=Entry(window,font="Arial 28",width=7,bd=6,bg="#FAF0DD",textvariable=text,justify=RIGHT).grid(columnspan=5,ipadx=45)

def btn\_click(item):

global expression

expression = expression + str(item)

text.set(expression)

def bt\_clear():

global expression

expression = ""

text.set("")

def bt\_equal():

global expression

result=str(eval(expression))

text.set(result)

expression=""

expression=""

b1=Button(window,text="7",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:btn\_click(7)).grid(row=1,column=0,padx=1,pady=1)

b2=Button(window,text="8",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:btn\_click(8)).grid(row=1,column=1,padx=1,pady=1)

b3=Button(window,text="9",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:btn\_click(9)).grid(row=1,column=2,padx=1,pady=1)

b4=Button(window,text="/",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:btn\_click("/")).grid(row=1,column=3,padx=1,pady=1)

b5=Button(window,text="4",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:btn\_click(4)).grid(row=2,column=0,padx=1,pady=1)

b6=Button(window,text="5",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:btn\_click(5)).grid(row=2,column=1,padx=1,pady=1)

b7=Button(window,text="6",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:btn\_click(6)).grid(row=2,column=2,padx=1,pady=1)

b8=Button(window,text="\*",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:btn\_click("\*")).grid(row=2,column=3,padx=1,pady=1)

b9=Button(window,text="1",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:btn\_click(1)).grid(row=3,column=0,padx=1,pady=1)

b10=Button(window,text="2",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:btn\_click(2)).grid(row=3,column=1,padx=1,pady=1)

b11=Button(window,text="3",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:btn\_click(3)).grid(row=3,column=2,padx=1,pady=1)

b12=Button(window,text="+",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:btn\_click("+")).grid(row=3,column=3,padx=1,pady=1)

b13=Button(window,text="c",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:bt\_clear()).grid(row=4,column=0,padx=1,pady=1)

b14=Button(window,text="0",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:btn\_click(0)).grid(row=4,column=1,padx=1,pady=1)

b15=Button(window,text="=",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:bt\_equal()).grid(row=4,column=2,padx=1,pady=1)

b16=Button(window,text="-",bd=4,height=2,width=7,bg="#FFCBA4",fg="black",command=lambda:btn\_click("-")).grid(row=4,column=3,padx=1,pady=1)

window.mainloop()

SCREENSHOTS









