**from** tkinter **import** \*  
  
root = Tk()  
root.title(**"Simple Calculator"**)  
  
e = Entry(root, width=35, borderwidth=5)  
e.grid(row=0, column=0, columnspan=3, padx=10, pady=10)  
  
**def** button\_click(number):  
 current = e.get()  
 e.delete(0, END)  
 e.insert(0, str(current) + str(number))  
  
  
**def** button\_clear():  
 e.delete(0, END)  
  
  
**def** button\_add():  
 first\_number = e.get()  
 **global** f\_num  
 f\_num = int(first\_number)  
 e.delete(0, END)  
  
  
**def** button\_equal():  
 second\_number = e.get()  
 e.delete(0, END)  
 e.insert(0, f\_num + int(second\_number))  
  
  
  
*# Define buttons*button1 = Button(root, text=**'1'**, padx=40, pady=20, command=**lambda**: button\_click(1))  
button2 = Button(root, text=**'2'**, padx=40, pady=20, command=**lambda**: button\_click(2))  
button3 = Button(root, text=**'3'**, padx=40, pady=20, command=**lambda**: button\_click(3))  
button4 = Button(root, text=**'4'**, padx=40, pady=20, command=**lambda**: button\_click(4))  
button5 = Button(root, text=**'5'**, padx=40, pady=20, command=**lambda**: button\_click(5))  
button6 = Button(root, text=**'6'**, padx=40, pady=20, command=**lambda**: button\_click(6))  
button7 = Button(root, text=**'7'**, padx=40, pady=20, command=**lambda**: button\_click(7))  
button8 = Button(root, text=**'8'**, padx=40, pady=20, command=**lambda**: button\_click(8))  
button9 = Button(root, text=**'9'**, padx=40, pady=20, command=**lambda**: button\_click(9))  
button0 = Button(root, text=**'0'**, padx=40, pady=20, command=**lambda**: button\_click(0))  
  
button\_add = Button(root, text=**'+'**, padx=39, pady=20, command=button\_add)  
button\_clear = Button(root, text=**'Clear'**, padx=30, pady=20, command=button\_clear)  
button\_equals = Button(root, text=**'='**, padx=135, pady=20, command=button\_equal)  
  
*# Put the buttons on the screen*button1.grid(row=3, column=0)  
button2.grid(row=3, column=1)  
button3.grid(row=3, column=2)  
  
button4.grid(row=2, column=0)  
button5.grid(row=2, column=1)  
button6.grid(row=2, column=2)  
  
button7.grid(row=1, column=0)  
button8.grid(row=1, column=1)  
button9.grid(row=1, column=2)  
  
button0.grid(row=4, column=0)  
  
button\_add.grid(row=4, column=1)  
button\_clear.grid(row=4, column=2)  
button\_equals.grid(row=5, column=0, columnspan=3)  
  
  
root.mainloop()