

Assignment 5 - Project

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Calculator

Build a program that can be used as a basic calculator. Your program should have a menu displayed for the user to choose from, where are listed basic operations: addition, subtraction, multiplication, division, second power, square root, exit.

The program should allow user to choose the desired operation over and over again until user chooses to quit using it

Import ipywidgets for GUI and math to use sqrt function

```
In [1]: from ipywidgets import Button, GridBox, Layout, ButtonStyle, Text
        from math import sqrt
        from IPython.display import display
```

Create display screens

```
In [2]: # Create main display screen: shows the result
        main_screen = Text(disabled=True,
                           layout=Layout(width='310px', height='50px', grid_area='disp'))
        # Create sub display screen: shows the numbers with operation
        sub_screen = Text(disabled=True,
                          layout=Layout(width='310px', height='50px', grid_area='sub'))
```

Create all buttons

```
In [3]: # Create all buttons
        button1 = Button(description='1',
                          layout=Layout(width='70px', height='50px', grid_area='b1'),
                          style=ButtonStyle(button_color='lightblue', font_weight = 'bold'))
        button2 = Button(description='2',
                          layout=Layout(width='70px', height='50px', grid_area='b2'),
                          style=ButtonStyle(button_color='lightblue', font_weight = 'bold'))
        button3 = Button(description='3',
                          layout=Layout(width='70px', height='50px', grid_area='b3'),
                          style=ButtonStyle(button_color='lightblue', font_weight = 'bold'))
        button4 = Button(description='4',
                          layout=Layout(width='70px', height='50px', grid_area='b4'),
                          style=ButtonStyle(button_color='lightblue', font_weight = 'bold'))
        button5 = Button(description='5',
                          layout=Layout(width='70px', height='50px', grid_area='b5'),
                          style=ButtonStyle(button_color='lightblue', font_weight = 'bold'))
        button6 = Button(description='6',
                          layout=Layout(width='70px', height='50px', grid_area='b6'),
                          style=ButtonStyle(button_color='lightblue', font_weight = 'bold'))
```

```

button7 = Button(description='7',
                  layout=Layout(width='70px', height='50px', grid_area='b7'),
                  style=ButtonStyle(button_color='lightblue', font_weight = 'bold'))
button8 = Button(description='8',
                  layout=Layout(width='70px', height='50px', grid_area='b8'),
                  style=ButtonStyle(button_color='lightblue', font_weight = 'bold'))
button9 = Button(description='9',
                  layout=Layout(width='70px', height='50px', grid_area='b9'),
                  style=ButtonStyle(button_color='lightblue', font_weight = 'bold'))
button0 = Button(description='0',
                  layout=Layout(width='70px', height='50px', grid_area='b0'),
                  style=ButtonStyle(button_color='lightblue', font_weight = 'bold'))
button_cla = Button(description='AC',
                    layout=Layout(width='70px', height='50px', grid_area='cla'),
                    style=ButtonStyle(button_color='gray', font_weight = 'bold'))
button_pw = Button(description='\u0078\u00b2',
                    layout=Layout(width='70px', height='50px', grid_area='pw'),
                    style=ButtonStyle(button_color='gray', font_weight = 'bold'))
button_sqrt = Button(description='\u221A',
                     layout=Layout(width='70px', height='50px', grid_area='sqrt'),
                     style=ButtonStyle(button_color='gray', font_weight = 'bold'))
button_div = Button(description='\u00f7',
                    layout=Layout(width='70px', height='50px', grid_area='div'),
                    style=ButtonStyle(button_color='DarkOrange', font_weight = 'bold'))
button_multi = Button(description='x',
                      layout=Layout(width='70px', height='50px', grid_area='multi'),
                      style=ButtonStyle(button_color='DarkOrange', font_weight = 'bold'))
button_minus = Button(description='-',
                      layout=Layout(width='70px', height='50px', grid_area='minus'),
                      style=ButtonStyle(button_color='DarkOrange', font_weight = 'bold'))
button_plus = Button(description='+',
                     layout=Layout(width='70px', height='50px', grid_area='plus'),
                     style=ButtonStyle(button_color='DarkOrange', font_weight = 'bold'))
button_equal = Button(description='=',
                      layout=Layout(width='150px', height='50px', grid_area='equal'),
                      style=ButtonStyle(button_color='MediumSlateBlue', font_weight = 'bold'))
button_dot = Button(description='.',
                    layout=Layout(width='70px', height='50px', grid_area='dot'),
                    style=ButtonStyle(button_color='lightblue', font_weight = 'bold'))

```

Define on_click event for button '0'

It will be triggered as soon as button '0' is pressed and shows number on main screen

```

In [4]: # Define on_click event for button 0
def on_clicked_b0(b):
    global dot_flag
    global result_flag
    if result_flag == True:
        main_screen.value = ""
        sub_screen.value = ""
        result_flag = False
    if main_screen.value == "" or float(main_screen.value) == 0 and dot_flag == False:
        main_screen.value = "0"
    else:
        main_screen.value = main_screen.value + "0"

button0.on_click(on_clicked_b0)

```

Define on_click event for button '1'

It will be triggered as soon as button '1' is pressed and shows number on main screen

```

In [5]: # Define on_click event for button 1

```

```

def on_clicked_b1(b):
    global dot_flag
    global result_flag
    if result_flag == True:
        main_screen.value = ""
        sub_screen.value = ""
        result_flag = False
    if main_screen.value == "" or float(main_screen.value) == 0 and dot_flag == False:
        main_screen.value = "1"
    else:
        main_screen.value = main_screen.value + "1"

button1.on_click(on_clicked_b1)

```

Define on_click event for button '2'

It will be triggered as soon as button '2' is pressed and shows number on main screen

In [6]:

```

# Define on_click event for button 2
def on_clicked_b2(b):
    global dot_flag
    global result_flag
    if result_flag == True:
        main_screen.value = ""
        sub_screen.value = ""
        result_flag = False
    if main_screen.value == "" or float(main_screen.value) == 0 and dot_flag == False:
        main_screen.value = "2"
    else:
        main_screen.value = main_screen.value + "2"

button2.on_click(on_clicked_b2)

```

Define on_click event for button '3'

It will be triggered as soon as button '3' is pressed and shows number on main screen

In [7]:

```

# Define on_click event for button 3
def on_clicked_b3(b):
    global dot_flag
    global result_flag
    if result_flag == True:
        main_screen.value = ""
        sub_screen.value = ""
        result_flag = False
    if main_screen.value == "" or float(main_screen.value) == 0 and dot_flag == False:
        main_screen.value = "3"
    else:
        main_screen.value = main_screen.value + "3"

button3.on_click(on_clicked_b3)

```

Define on_click event for button '4'

It will be triggered as soon as button '4' is pressed and shows number on main screen

In [8]:

```

# Define on_click event for button 4
def on_clicked_b4(b):
    global dot_flag
    global result_flag
    if result_flag == True:
        main_screen.value = ""
        sub_screen.value = ""
        result_flag = False

```

```

    if main_screen.value == "" or float(main_screen.value) == 0 and dot_flag == False:
        main_screen.value = "4"
    else:
        main_screen.value = main_screen.value + "4"

button4.on_click(on_clicked_b4)

```

Define on_click event for button '5'

It will be triggered as soon as button '5' is pressed and shows number on main screen

In [9]:

```

# Define on_click event for button 5
def on_clicked_b5(b):
    global dot_flag
    global result_flag
    if result_flag == True:
        main_screen.value = ""
        sub_screen.value = ""
        result_flag = False
    if main_screen.value == "" or float(main_screen.value) == 0 and dot_flag == False:
        main_screen.value = "5"
    else:
        main_screen.value = main_screen.value + "5"

button5.on_click(on_clicked_b5)

```

Define on_click event for button '6'

It will be triggered as soon as button '6' is pressed and shows number on main screen

In [10]:

```

# Define on_click event for button 6
def on_clicked_b6(b):
    global dot_flag
    global result_flag
    if result_flag == True:
        main_screen.value = ""
        sub_screen.value = ""
        result_flag = False
    if main_screen.value == "" or float(main_screen.value) == 0 and dot_flag == False:
        main_screen.value = "6"
    else:
        main_screen.value = main_screen.value + "6"

button6.on_click(on_clicked_b6)

```

Define on_click event for button '7'

It will be triggered as soon as button '7' is pressed and shows number on main screen

In [11]:

```

# Define on_click event for button 7
def on_clicked_b7(b):
    global dot_flag
    global result_flag
    if result_flag == True:
        main_screen.value = ""
        sub_screen.value = ""
        result_flag = False
    if main_screen.value == "" or float(main_screen.value) == 0 and dot_flag == False:
        main_screen.value = "7"
    else:
        main_screen.value = main_screen.value + "7"

button7.on_click(on_clicked_b7)

```

Define on_click event for button '8'

It will be triggered as soon as button '8' is pressed and shows number on main screen

In [12]:

```
# Define on_click event for button 8
def on_clicked_b8(b):
    global dot_flag
    global result_flag
    if result_flag == True:
        main_screen.value = ""
        sub_screen.value = ""
        result_flag = False
    if main_screen.value == "" or float(main_screen.value) == 0 and dot_flag == False:
        main_screen.value = "8"
    else:
        main_screen.value = main_screen.value + "8"

button8.on_click(on_clicked_b8)
```

Define on_click event for button '9'

It will be triggered as soon as button '9' is pressed and shows number on main screen

In [13]:

```
# Define on_click event for button 9
def on_clicked_b9(b):
    global dot_flag
    global result_flag
    if result_flag == True:
        main_screen.value = ""
        sub_screen.value = ""
        result_flag = False
    if main_screen.value == "" or (float(main_screen.value) == 0 and dot_flag == False):
        main_screen.value = "9"
    else:
        main_screen.value = main_screen.value + "9"

button9.on_click(on_clicked_b9)
```

Define on_click event for button 'AC'

It will be triggered as soon as button 'AC' is pressed and clear all screens and variables

In [14]:

```
# Define on_click event for button Clr all
def on_clicked_cla(b):
    global dot_flag
    global first_num
    global second_num
    global oper
    global result_flag
    main_screen.value = ""
    sub_screen.value = ""
    first_num = 0
    second_num = 0
    oper = ""
    dot_flag = False
    result_flag = False

button_cla.on_click(on_clicked_cla)
```

Define on_click event for button 'x^2'

It will be triggered as soon as button 'x^2' is pressed and

perform second power calculation of input number and shows on screens

```
In [15]: # Define on_click event for button x^2
def on_clicked_pw(b):
    global dot_flag
    global first_num
    global oper
    global result_flag
    dot_flag = False
    first_num = float(main_screen.value)
    sub_screen.value = main_screen.value + "\u00b2"
    main_screen.value = str(first_num ** 2)
    first_num = 0
    oper = ""
    result_flag = True

button_pw.on_click(on_clicked_pw)
```

Define on_click event for button 'Sqrt'
It will be triggered as soon as button 'Sqrt' is pressed and
perform square root calculation of input number and shows on screens

```
In [16]: # Define on_click event for button sqrt
def on_clicked_sqrt(b):
    global dot_flag
    global first_num
    global oper
    global result_flag
    dot_flag = False
    first_num = float(main_screen.value)
    sub_screen.value = "\u221A" + main_screen.value
    main_screen.value = str(sqrt(first_num))
    first_num = 0
    oper = ""
    result_flag = True

button_sqrt.on_click(on_clicked_sqrt)
```

Define on_click event for button '.'
It will be triggered as soon as button '.' is pressed to show decimal number

```
In [17]: # Define on_click event for button dot
dot_flag = False
def on_clicked_dot(b):
    global dot_flag
    global result_flag
    if result_flag == True:
        main_screen.value = ""
        sub_screen.value = ""
        result_flag = False
    if main_screen.value == "":
        main_screen.value = "0."
        dot_flag = True
    elif main_screen.value != "" and dot_flag == False:
        main_screen.value = main_screen.value + "."
        dot_flag = True

button_dot.on_click(on_clicked_dot)
```

Define variables for final calculation

```
In [18]: # Define global var for calculation
first_num = 0 # store complete first number when any operation buttons pressed
```

```
second_num = 0 # store complete second number when equal button pressed  
oper = "" # used as a flag to know which operation is chosen: "", "div", "mul", "min", "p-
```

```
# Define on_click event for button '/'  
# It will be triggered as soon as button '/' is pressed  
# It then get complete number and assign to first_num variable  
# Shows this number together with / on sub screen  
# And mark operation as 'div'
```

In [19]:

```
# Define on_click event for button /  
def on_clicked_div(b):  
    global first_num  
    global dot_flag  
    global oper  
    global result_flag  
    result_flag = False  
    dot_flag = False  
    if oper == "":  
        if main_screen.value == "":  
            first_num = 0  
            sub_screen.value = "0 \u00f7 "  
        else:  
            first_num = float(main_screen.value)  
            sub_screen.value = main_screen.value + " \u00f7 "  
            main_screen.value = ""  
    else:  
        if first_num == 0:  
            sub_screen.value = "0 \u00f7 "  
        else:  
            sub_screen.value = sub_screen.value[:len(sub_screen.value)-3] + " \u00f7 "  
    oper = "div"  
  
button_div.on_click(on_clicked_div)
```

```
# Define on_click event for button 'x'  
# It will be triggered as soon as button 'x' is pressed  
# It then get complete number and assign to first_num variable  
# Shows this number together with x on sub screen  
# And mark operation as 'mul'
```

In [20]:

```
# Define on_click event for button x  
def on_clicked_multi(b):  
    global first_num  
    global dot_flag  
    global oper  
    global result_flag  
    result_flag = False  
    dot_flag = False  
    if oper == "":  
        if main_screen.value == "":  
            first_num = 0  
            sub_screen.value = "0 x "  
        else:  
            first_num = float(main_screen.value)  
            sub_screen.value = main_screen.value + " x "  
            main_screen.value = ""  
    else:  
        if first_num == 0:  
            sub_screen.value = "0 x "  
        else:
```

```

sub_screen.value = sub_screen.value[:len(sub_screen.value)-3] + " x "
oper = "mul"

button_multi.on_click(on_clicked_multi)

```

Define on_click event for button '-'
It will be triggered as soon as button '-' is pressed
It then get complete number and assign to first_num variable
Shows this number together with - on sub screen
And mark operation as 'min'

In [21]:

```

# Define on_click event for button -
def on_clicked_minus(b):
    global first_num
    global dot_flag
    global oper
    global result_flag
    result_flag = False
    dot_flag = False
    if oper == "":
        if main_screen.value == "":
            first_num = 0
            sub_screen.value = "0 - "
        else:
            first_num = float(main_screen.value)
            sub_screen.value = main_screen.value + " - "
            main_screen.value = ""
    else:
        if first_num == 0:
            sub_screen.value = "0 - "
        else:
            sub_screen.value = sub_screen.value[:len(sub_screen.value)-3] + " - "
    oper = "min"

button_minus.on_click(on_clicked_minus)

```

Define on_click event for button '+'
It will be triggered as soon as button '+' is pressed
It then get complete number and assign to first_num variable
Shows this number together with + on sub screen
And mark operation as 'plus'

In [22]:

```

# Define on_click event for button +
def on_clicked_plus(b):
    global first_num
    global dot_flag
    global oper
    global result_flag
    result_flag = False
    dot_flag = False
    if oper == "":
        if main_screen.value == "":
            first_num = 0
            sub_screen.value = "0 + "
        else:
            first_num = float(main_screen.value)
            sub_screen.value = main_screen.value + " + "
            main_screen.value = ""
    else:
        if first_num == 0:

```



```

        sub_screen.value = "0 + "
    else:
        sub_screen.value = sub_screen.value[:len(sub_screen.value)-3] + " + "
    oper = "plus"

button_plus.on_click(on_clicked_plus)

```

Define on_click event for button '='
It will be triggered as soon as button '=' is pressed
It then get complete number and assign to second_num variable
Shows 2 numbers together with operation on sub screen
Perform final calculation based on chosen operation
Show the result to main screen

In [23]:

```

# Define on_click event for button =
result_flag = False
def on_clicked_resl(b):
    global first_num
    global second_num
    global dot_flag
    global oper
    global result_flag
    dot_flag = False
    if oper != "":
        if main_screen.value == "":
            second_num = 0
            sub_screen.value = sub_screen.value + "0"
        else:
            second_num = float(main_screen.value)
            sub_screen.value = sub_screen.value + main_screen.value

    if oper == "div":
        if second_num == 0:
            main_screen.value = "Error"
        else:
            main_screen.value = str(first_num / second_num)
    elif oper == "mul":
        main_screen.value = str(first_num * second_num)
    elif oper == "min":
        main_screen.value = str(first_num - second_num)
    elif oper == "plus":
        main_screen.value = str(first_num + second_num)
    first_num = 0
    second_num = 0
    oper = ""
    result_flag = True

button_equal.on_click(on_clicked_resl)

```

#Create GridBox to make a layout for calculator

In [24]:

```

# Create grid box container to host all buttons
display(GridBox(children=[button1, button2, button3, button4, button5, button6, button7,
                        button8, button9, button0, button_cla, button_pw, button_sqrt,
                        button_div, button_multi, button_minus, button_plus, button_equal,
                        button_dot, main_screen, sub_screen],
                layout=Layout(
                    grid_template_rows='18px 30px 50px 50px 50px 50px 50px 50px',
                    grid_template_columns='70px 70px 70px 70px',
                    grid_gap='10px 10px',
                    grid_template_areas=''
                ))

```

```
"sub sub sub sub"  
"disp disp disp disp"  
"cla pw sqrt div"  
"b7 b8 b9 multi"  
"b4 b5 b6 minus"  
"b1 b2 b3 plus"  
"b0 dot equal equal"  
'''
```

```
) )
```