**Calculator**

I created this project because we use calculator a lot in today’s time so think why not create a own calculator, that’ show this projects created.

In this project, I have used **Tkinter**, **Python, OOPs Concepts** and some **mathematical functions**. It is fully **working calculator** with good **GUI** experience.

User can do **Sum**, **Subtract**, **Multiplication**, **Division** and can also clear the display using **clear button**.

Code and Output of this project mentioned below:

**Code:**

from tkinter import \*  
  
def btnclick(numbers):  
 global operator  
 operator=operator + str(numbers)  
 text\_Input.set(operator)  
  
def btnclear():  
 global operator  
 operator=""  
 text\_Input.set("")  
  
def btnEquals():  
 global operator  
 sumup=str(eval(operator))  
 text\_Input.set(sumup)  
 operator=""  
  
cal=Tk()  
  
cal.title("SK Calculator")  
operator=""  
text\_Input=StringVar()  
  
textDisplay=Entry(cal,font=('arial',20,'bold'),textvariable=text\_Input,bd=30,  
 insertwidth=3,bg='cyan',justify='right').grid(columnspan=4)  
  
button7=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='7'  
 ,command=lambda:btnclick(7))  
button7.grid(row=1,column=0)  
button8=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='8'  
 ,command=lambda:btnclick(8))  
button8.grid(row=1,column=1)  
button9=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='9'  
 ,command=lambda:btnclick(9))  
button9.grid(row=1,column=2)  
buttonAdd=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='+'  
 ,command=lambda:btnclick("+"))  
buttonAdd.grid(row=1,column=3)  
  
##########################################################################  
  
button4=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='4'  
 ,command=lambda:btnclick(4))  
button4.grid(row=2,column=0)  
button5=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='5'  
 ,command=lambda:btnclick(5))  
button5.grid(row=2,column=1)  
button6=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='6'  
 ,command=lambda:btnclick(6))  
button6.grid(row=2,column=2)  
buttonSub=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='-'  
 ,command=lambda:btnclick("-"))  
buttonSub.grid(row=2,column=3)  
  
##########################################################################  
button1=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='1'  
 ,command=lambda:btnclick(1))  
button1.grid(row=3,column=0)  
button2=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='2'  
 ,command=lambda:btnclick(2))  
button2.grid(row=3,column=1)  
button3=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='3'  
 ,command=lambda:btnclick(3))  
button3.grid(row=3,column=2)  
buttonMul=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='\*'  
 ,command=lambda:btnclick("\*"))  
buttonMul.grid(row=3,column=3)  
  
###########################################################################  
  
button0=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='0'  
 ,command=lambda:btnclick(0))  
button0.grid(row=4,column=0)  
  
buttonClr=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='C'  
 ,command=btnclear)  
buttonClr.grid(row=4,column=1)  
buttonEql=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='='  
 ,command=btnEquals)  
buttonEql.grid(row=4,column=2)  
buttondiv=Button(cal,padx=16,pady=16,bd=8,fg='black',font=('arial',20,'bold'),text='/'  
 ,command=lambda:btnclick("/"))  
buttondiv.grid(row=4,column=3)  
  
  
  
cal.mainloop()

**Output:**









