```python
#Simple Calculator
import tkinter
from tkinter import RIGHT, END, DISABLED, NORMAL

#Define window
root = tkinter.Tk()
root.title('Calculator')
root.iconbitmap('calc.ico')
root.geometry('300x400')
root.resizable(0,0)

#Define colors and fonts
dark_green = '#93af22'
light_green = '#acc253'
white_green = '#edefe0'
button_font = ('Arial', 18)
display_font = ('Arial', 30)

#Define functions
def submit_number(number):
    """Add a number or decimal to the display"""
    #Insert the number or decimal pressed to the end of the display
    display.insert(END, number)

    #If decimal was pressed, disable the decimal button so it cannot be pressed twice
    if "." in display.get():
        decimal_button.config(state=DISABLED)


def operate(operator):
    """Store the first number of the expression and the operation to be used"""
    global first_number
    global operation

    #Get the operator pressed and the current value of the display.  This is the first
    number in the calculation
    operation = operator
    first_number = display.get()

    #Delete the value (first number) from entry display
    display.delete(0, END)

    #Dispable all operator buttons until equal or clear is pressed
    add_button.config(state=DISABLED)
    subtract_button.config(state=DISABLED)
    multiply_button.config(state=DISABLED)
    divide_button.config(state=DISABLED)
    exponent_button.config(state=DISABLED)
    inverse_button.config(state=DISABLED)
    square_button.config(state=DISABLED)

    #Return decimal button to normal state
    decimal_button.config(state=NORMAL)


def equal():
    """Run the stored operation for two number."""
    #Perform the desired mathematics
    if operation == 'add':
        value = float(first_number) + float(display.get())
    elif operation == 'subtract':
        value = float(first_number) - float(display.get())
    elif operation == 'multiply':
        value = float(first_number) * float(display.get())
    elif operation == 'divide':
        if display.get() == "0":
            value = "ERROR"
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            else:
                value = float(first_number) / float(display.get())
        elif operation == 'exponent':
            value = float(first_number) ** float(display.get())

        #Remove the curent value of the display and update it with the answer
        display.delete(0, END)
        display.insert(0, value)

        #Return buttons to normal states
        enable_buttons()


    def enable_buttons():
        """Enabel all butonns on the calculator"""
        decimal_button.config(state=NORMAL)
        add_button.config(state=NORMAL)
        subtract_button.config(state=NORMAL)
        multiply_button.config(state=NORMAL)
        divide_button.config(state=NORMAL)
        exponent_button.config(state=NORMAL)
        inverse_button.config(state=NORMAL)
        square_button.config(state=NORMAL)


    def clear():
        """Clear the display"""
        display.delete(0, END)

        #Return buttons to normal state
        enable_buttons()


    def inverse():
        """Calculate the inverse of a given number."""
        #Do not allow for 1/0
        if display.get() == '0':
            value = 'ERROR'
        else:
            value = 1/float(display.get())

        #Remove the current value in the display and update it with the answer
        display.delete(0, END)
        display.insert(0, value)


    def square():
        """Calculate the square of a given number."""
        value = float(display.get())**2

        #Remove the current value in the display and update it with the answer
        display.delete(0, END)
        display.insert(0, value)


    def negate():
        """Negate a given number."""
        value = -1*float(display.get())

        #Remove the current value in the display and update it with the answer
        display.delete(0, END)
        display.insert(0, value)


#GUI Layout
#Define frames
display_frame = tkinter.LabelFrame(root)
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134    button_frame = tkinter.LabelFrame(root)
135    display_frame.pack(padx=2, pady=(5,20))
136    button_frame.pack(padx=2, pady=5)
137
138    #Layout for the display frame
139    display = tkinter.Entry(display_frame, width=50, font=display_font, bg=white_green,
       borderwidth=5, justify=RIGHT)
140    display.pack(padx=5, pady=5)
141
142    #Layout for the button frame
143    clear_button = tkinter.Button(button_frame, text="Clear", font=button_font,
       bg=dark_green, command=clear)
144    quit_button = tkinter.Button(button_frame, text="Quit", font=button_font,
       bg=dark_green, command=root.destroy)
145
146    inverse_button = tkinter.Button(button_frame, text='1/x', font=button_font,
       bg=light_green, command=inverse)
147    square_button = tkinter.Button(button_frame, text='x^2', font=button_font,
       bg=light_green, command=square)
148    exponent_button = tkinter.Button(button_frame, text='x^n', font=button_font,
       bg=light_green, command=lambda:operate('exponent'))
149    divide_button = tkinter.Button(button_frame, text=' / ', font=button_font,
       bg=light_green, command=lambda:operate('divide'))
150    multiply_button = tkinter.Button(button_frame, text='*', font=button_font,
       bg=light_green, command=lambda:operate('multiply'))
151    subtract_button = tkinter.Button(button_frame, text='-', font=button_font,
       bg=light_green, command=lambda:operate('subtract'))
152    add_button = tkinter.Button(button_frame, text='+', font=button_font, bg=light_green,
       command=lambda:operate('add'))
153    equal_button = tkinter.Button(button_frame, text='=', font=button_font, bg=dark_green,
       command=equal)
154    decimal_button = tkinter.Button(button_frame, text='.', font=button_font, bg='black',
       fg='white', command=lambda:submit_number("."))
155    negate_button = tkinter.Button(button_frame, text='+/-', font=button_font, bg='black',
       fg='white', command=negate)
156
157    nine_button = tkinter.Button(button_frame, text='9', font=button_font, bg='black',
       fg='white', command=lambda:submit_number(9))
158    eight_button = tkinter.Button(button_frame, text='8', font=button_font, bg='black',
       fg='white', command=lambda:submit_number(8))
159    seven_button = tkinter.Button(button_frame, text='7', font=button_font, bg='black',
       fg='white', command=lambda:submit_number(7))
160    six_button = tkinter.Button(button_frame, text='6', font=button_font, bg='black',
       fg='white', command=lambda:submit_number(6))
161    five_button = tkinter.Button(button_frame, text='5', font=button_font, bg='black',
       fg='white', command=lambda:submit_number(5))
162    four_button = tkinter.Button(button_frame, text='4', font=button_font, bg='black',
       fg='white', command=lambda:submit_number(4))
163    three_button = tkinter.Button(button_frame, text='3', font=button_font, bg='black',
       fg='white', command=lambda:submit_number(3))
164    two_button = tkinter.Button(button_frame, text='2', font=button_font, bg='black',
       fg='white', command=lambda:submit_number(2))
165    one_button = tkinter.Button(button_frame, text='1', font=button_font, bg='black',
       fg='white', command=lambda:submit_number(1))
166    zero_button = tkinter.Button(button_frame, text='0', font=button_font, bg='black',
       fg='white', command=lambda:submit_number(0))
167
168    #First row
169    clear_button.grid(row=0, column=0, columnspan=2, pady=1, sticky="WE")
170    quit_button.grid(row=0, column=2, columnspan=2, pady=1, sticky="WE")
171    #Second row
172    inverse_button.grid(row=1, column=0, pady=1, sticky="WE")
173    square_button.grid(row=1, column=1, pady=1, sticky="WE")
174    exponent_button.grid(row=1, column=2, pady=1, sticky="WE")
175    divide_button.grid(row=1, column=3, pady=1, sticky="WE")
176    #Third row (Add padding to create the size of the columns)
177    seven_button.grid(row=2, column=0, pady=1, sticky="WE", ipadx=20)
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178    eight_button.grid(row=2, column=1, pady=1, sticky="WE", ipadx=20)
179    nine_button.grid(row=2, column=2, pady=1, sticky="WE", ipadx=20)
180    multiply_button.grid(row=2, column=3, pady=1, sticky="WE", ipadx=20)
181    #Fourth row
182    four_button.grid(row=3, column=0, pady=1, sticky="WE")
183    five_button.grid(row=3, column=1, pady=1, sticky="WE")
184    six_button.grid(row=3, column=2, pady=1, sticky="WE")
185    subtract_button.grid(row=3, column=3, pady=1, sticky="WE")
186    #Fifth row
187    one_button.grid(row=4, column=0, pady=1, sticky="WE")
188    two_button.grid(row=4, column=1, pady=1, sticky="WE")
189    three_button.grid(row=4, column=2, pady=1, sticky="WE")
190    add_button.grid(row=4, column=3, pady=1, sticky="WE")
191    #Sixth row
192    negate_button.grid(row=5, column=0, pady=1, sticky="WE")
193    zero_button.grid(row=5, column=1, pady=1, sticky="WE")
194    decimal_button.grid(row=5, column=2, pady=1, sticky="WE")
195    equal_button.grid(row=5, column=3, pady=1, sticky="WE")
196
197    #Run the root window's main loop
198    root.mainloop()
```