

~\Desktop\gui1.ipynb

```
1  from tkinter import *
2
3  current = ""
4  first_number=second_number=third_number=operator=""
5
6
7  root = Tk()
8  root.resizable(0,0)
9  root.title('Calculator by TechFox')
10 root.geometry('320x410')
11 root.minsize(100,100)
12 root.configure(bg='black')
13 #lab = Label(root , text = 'Welcome to the Calculator by Ansh Gaba!' ,font='calibri 10
    italic' )
14 #lab.grid(row =10)
15 equation = StringVar()
16 reslabel = Entry(root, text= equation , font='arabic 20 bold' , fg='yellow', width=20 ,
    border= 8)
17 reslabel.grid(row = 0 , column=0 , columnspan=10 , sticky='w' )
18
19 def get_digit(digit):
20     global current
21     current = current + str(digit)
22     equation.set(current)
23
24 def clear():
25     global current
26     current = ""
27     equation.set("Enter two numbers")
28
29 def get_operator(op):
30     global first_number , operator , current , second_number
31     first_number = int(current)
32     operator = op
33     equation.set(op)
34     current = ""
35
36
37 def get_result():
38     global first_number , second_number , operator , current
39     second_number = int(current)
40     if operator == "+":
41         equation.set(first_number + second_number)
42     elif operator == "-":
43         equation.set(first_number - second_number)
44     elif operator == "x":
45         equation.set(first_number * second_number)
46     elif operator == "/" and second_number>0:
47         equation.set(first_number / second_number)
48     else:
49         equation.set("invalid")
50
51 equation.set('Enter two numbers')
52
53
54
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64 btn7 = Button(root , text='7' , bg='yellow' , fg='black' , width=10 , height=5 , command=
    lambda:get_digit(7))
65 btn7.grid(row = 1 , column = 0)
66 btn8 = Button(root , text='8' , bg='yellow' , fg='black' , width=10 , height=5 , command=
    lambda:get_digit(8) )
67 btn8.grid(row = 1 , column = 1)
68 btn9 = Button(root , text='9' , bg='yellow' , fg='black' , width=10 , height=5 , command=
    lambda:get_digit(9))
69 btn9.grid(row = 1 , column = 2)
70 btnadd = Button(root , text='+', bg='yellow' , fg='black' , width=10 , height=5 , command=
    lambda:get_operator('+'))
71 btnadd.grid(row = 1 , column = 3)
72 btn4 = Button(root , text='4' , bg='yellow' , fg='black' , width=10 , height=5 , command=
    lambda:get_digit(4))
73 btn4.grid(row = 2 , column = 0)
74 btn5 = Button(root , text='5' , bg='yellow' , fg='black' , width=10 , height=5 , command=
    lambda:get_digit(5))
75 btn5.grid(row = 2 , column = 1)
76 btn6 = Button(root , text='6' , bg='yellow' , fg='black' , width=10 , height=5 , command=
    lambda:get_digit(6))
77 btn6.grid(row = 2 , column = 2)
78 btnminus = Button(root , text='-', bg='yellow' , fg='black' , width=10 , height=5 ,
    command=lambda:get_operator('-'))
79 btnminus.grid(row = 2 , column = 3)
80 btn1 = Button(root , text='1' , bg='yellow' , fg='black' , width=10 , height=5 , command=
    lambda:get_digit(1) )
81 btn1.grid(row = 3 , column = 0)
82 btn2 = Button(root , text='2' , bg='yellow' , fg='black' , width=10 , height=5 , command=
    lambda:get_digit(2))
83 btn2.grid(row = 3 , column = 1)
84 btn3 = Button(root , text='3' , bg='yellow' , fg='black' , width=10 , height=5 , command=
    lambda:get_digit(3))
85 btn3.grid(row = 3 , column = 2)
86 btnmul = Button(root , text='x' , bg='yellow' , fg='black' , width=10 , height=5 , command=
    lambda:get_operator('x'))
87 btnmul.grid(row = 3 , column = 3)
88 btnclear = Button(root , text='C' , bg='yellow' , fg='black' , width=10 , height=5 ,
    command=lambda:clear())
89 btnclear.grid(row = 4 , column = 0)
90 btn0 = Button(root , text='0' , bg='yellow' , fg='black' , width=10 , height=5 , command=
    lambda:get_digit(0))
91 btn0.grid(row = 4 , column = 1)
92 btnequal = Button(root , text='=' , bg='yellow' , fg='black' , width=10 , height=5 ,
    command=lambda:get_result())
93 btnequal.grid(row = 4 , column = 2)
94 btndivide = Button(root , text='/' , bg='yellow' , fg='black' , width=10 , height=5 ,
    command=lambda:get_operator('/'))
95 btndivide.grid(row = 4 , column = 3)
96
97
98
99 root.mainloop()
100
101
```