In [2]:
```python
from tkinter import *
```

In [5]:
```python
window=Tk()
window.title('Simple Calculator')
window.geometry("500x500")
window.resizable(0,0)

value=""   #assigning no value to start the operation
data=StringVar() #helps to manage the value of a widget effectively

#creating the display
display=Entry(window,textvariable=data, bd=10,justify="right",bg="light blue",font="ar
display.place(x=40,y=10)

#function for number clicking and operation
def button_click(number):
    global value  #global is a funtion to call out the desired thing outside the loop
    value=value+str(number)  #value will keep adding number and gets reassigned
    data.set(value)

#function for clear option
def button_clear():
    global value
    value=""            #for clearing the present value to null
    data.set("")        #for clearing the current assigned data set

#function for getting results
def button_result():
    global value
    result=str(eval(value))   #eval is the function for getting results. str will conv
    data.set(result)

#1st set
button1=Button(window,text="1",font="ariel",bd=5,width=3,command=lambda: button_click(
button1.place(x=50,y=50)
button2=Button(window,text="2",font="ariel",bd=5,width=3,command=lambda: button_click(
button2.place(x=95,y=50)
button3=Button(window,text="3",font="ariel",bd=5,width=3,command=lambda: button_click(
button3.place(x=135,y=50)
buttonAdd=Button(window,text="+",font="ariel",bd=5,width=3,command=lambda: button_clic
buttonAdd.place(x=180,y=50)

#2nd set
button4=Button(window,text="4",font="ariel",bd=5,width=3,command=lambda: button_click(
button4.place(x=50,y=85)
button5=Button(window,text="5",font="ariel",bd=5,width=3,command=lambda: button_click(
button5.place(x=95,y=85)
button6=Button(window,text="6",font="ariel",bd=5,width=3,command=lambda: button_click(
button6.place(x=135,y=85)
buttonSubs=Button(window,text="-",font="ariel",bd=5,width=3,command=lambda: button_cli
buttonSubs.place(x=180,y=85)

#3rd set
button7=Button(window,text="7",font="ariel",bd=5,width=3,command=lambda: button_click(
button7.place(x=50,y=120)
button8=Button(window,text="8",font="ariel",bd=5,width=3,command=lambda: button_click(
button8.place(x=95,y=120)
button9=Button(window,text="9",font="ariel",bd=5,width=3,command=lambda: button_click(
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```python
button9.place(x=135,y=120)
buttonMult=Button(window,text="x",font="ariel",bd=5,width=3,command=lambda: button_cli
buttonMult.place(x=180,y=120)

#4rth set
button0=Button(window,text="0",font="ariel",bd=5,width=3,command=lambda: button_click(
button0.place(x=50,y=160)
buttondot=Button(window,text=".",font="ariel",bd=5,width=3,command=lambda: button_clic
buttondot.place(x=95,y=160)
buttonDiv=Button(window,text="/",font="ariel",bd=5,width=3,command=lambda: button_clic
buttonDiv.place(x=135,y=160)
buttonEnter=Button(window,text="=",font=("ariel",12),bd=5,width=3,command=lambda: butt
buttonEnter.place(x=180,y=160)

#5th set
buttonClear=Button(window,text="C",font="ariel",bd=5,width=3,command=lambda: button_cl
buttonClear.place(x=50,y=196)
window.mainloop()
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