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# Hello World project
# python 3
# ماشين حساب گرافيكي GUI

from tkinter import *
def btnClick(numbers):
    global operator
    operator = operator + str(numbers)
    text_input.set(operator)
def btnClearDisplay():
    global operator
    operator =""
    text_input.set("")
def btnEqualsInput():
    global operator
    sumup = str(eval(operator))
    text_input.set(sumup)
    operator=""
cal = Tk()
cal.title("Calculator")
operator = ""
text_input = StringVar()
txtDisplay = Entry(cal, font=('arial', 20, 'bold'),
textvariable=text_input, bd=30,
                   insertwidth=4, bg='powder blue',
justify='right').grid(columnspan=4)
btn7 = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
               text='7', command=lambda:btnClick(7)
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).grid(row=1, column=0)
btn8 = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
                text='8',
command=lambda:btnClick(8)).grid(row=1, column=1)
btn9 = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
                text='9',
command=lambda:btnClick(9)).grid(row=1, column=2)
addition = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
                text='+',
command=lambda:btnClick('+')).grid(row=1, column=3)
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btn4 = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
               text='4',
command=lambda:btnClick(4)).grid(row=2, column=0)
btn5 = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
               text='5',
command=lambda:btnClick(5)).grid(row=2, column=1)
btn6 = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
               text='6',
command=lambda:btnClick(6)).grid(row=2, column=2)
subtraction = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
               text='-',
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command=lambda:btnClick('-')).grid(row=2, column=3)
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btn1 = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
                  text='1',
command=lambda:btnClick(1)).grid(row=3, column=0)
btn2 = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
               text='2',
command=lambda:btnClick(2)).grid(row=3, column=1)
btn3 = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
               text='3',
command=lambda:btnClick(3)).grid(row=3, column=2)
multiply = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
               text='*',
command=lambda:btnClick('*')).grid(row=3, column=3)
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btn0 = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
               text='0',
command=lambda:btnClick(0)).grid(row=4, column=0)
btnClear = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
               text='C', command=
btnClearDisplay).grid(row=4, column=1)
btnEquals = Button(cal, padx=16, pady=16, bd=8,
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fg='black', font=('arial', 20, 'bold'),
                text='=',
command=btnEqualsInput).grid(row=4, column=2)
division = Button(cal, padx=16, pady=16, bd=8,
fg='black', font=('arial', 20, 'bold'),
                text='/',
command=lambda:btnClick('/')).grid(row=4, column=3)
cal.mainloop()
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