

```
From tkinter import *
```

```
Def buttonClick(number):
```

```
    Global operator
```

```
    Operator=operator+str(number)
```

```
    Input_value.set(operator)
```

```
Def buttonClear():
```

```
    Global operator
```

```
    Operator=""
```

```
    Input_value.set("")
```

```
Def buttonEqual():
```

```
    Global operator
```

```
    Result=str(eval(operator))
```

```
    Input_value.set(result)
```

```
    Operator=""
```

```
Main= Tk()
```

```
Main.title("Calculator")
```

```
Operator=""
```

```
Input_value = StringVar()
```

```
Display_text=Entry(main, font=("arial",20,"bold"),textvariable=input_value,bd=30,insertwidth=4,
```

```
                    Bg="powder blue",justify=RIGHT)
```

```
Display_text.grid(columnspan=4)
```

```
Btn_7=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="7",command=lambda:but  
tonClick(7))
```

```
Btn_7.grid(row=1,column=0)
```

```
Btn_8=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="8",command=lambda:but  
tonClick(8))
```

```
Btn_8.grid(row=1,column=1)
```

```
Btn_9=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="9",command=lambda:but  
tonClick(9))
```

```
Btn_9.grid(row=1,column=2)
```

```
Btn_add=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="+",command=lambda:  
buttonClick("+"))
```

```
Btn_add.grid(row=1,column=3)
```

```
Btn_4=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="4",command=lambda:but  
tonClick(4))
```

```
Btn_4.grid(row=2,column=0)
```

```
Btn_5=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="5",command=lambda:but  
tonClick(5))
```

```
Btn_5.grid(row=2,column=1)
```

```
Btn_6=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="6",command=lambda:but  
tonClick(6))
```

```
Btn_6.grid(row=2,column=2)
```

```
Btn_sub=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="-",  
command=lambda:buttonClick("-"))
```

```
Btn_sub.grid(row=2,column=3)
```

```
Btn_1=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="1",command=lambda:but  
tonClick(1))
```

```
Btn_1.grid(row=3,column=0)
```

```
Btn_2=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="2",command=lambda:but  
tonClick(2))
```

```
Btn_2.grid(row=3,column=1)
```

```
Btn_3=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="3",command=lambda:buttonClick(3))
```

```
Btn_3.grid(row=3,column=2)
```

```
Btn_mul=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="*",command=lambda:buttonClick("*"))
```

```
Btn_mul.grid(row=3,column=3)
```

```
Btn_0=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="0",command=lambda:buttonClick(0))
```

```
Btn_0.grid(row=4,column=0)
```

```
Btn_clear=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="C",command=buttonClear)
```

```
Btn_clear.grid(row=4,column=1)
```

```
Btn_equal=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="=",command=buttonEqual)
```

```
Btn_equal.grid(row=4,column=2)
```

```
Btn_div=Button(main,padx=16,bd=8,fg="black",font=("arial",20,"bold"),text="/",command=lambda:buttonClick("/"))
```

```
Btn_div.grid(row=4,column=3)
```

```
Main.mainloop()
```