**Assignment 6**

CALCULATOR USING TKINTER

from tkinter import \*

# Create main window

window = Tk()

window.geometry("500x500")

window.title("Simple Calculator")

# Entry widget

e = Entry(window, width=56, borderwidth=5)

e.place(x=0, y=0)

# Function to insert number/operator

def click(num):

current = e.get()

e.delete(0, END)

e.insert(0, current + str(num))

# Clear function

def clear():

e.delete(0, END)

# Function to evaluate expression

def equal():

try:

result = eval(e.get())

e.delete(0, END)

e.insert(0, str(result))

except:

e.delete(0, END)

e.insert(0, "Error")

# Number Buttons

b1 = Button(window, text="1", width=12, command=lambda: click(1))

b1.place(x=10, y=60)

b2 = Button(window, text="2", width=12, command=lambda: click(2))

b2.place(x=130, y=60)

b3 = Button(window, text="3", width=12, command=lambda: click(3))

b3.place(x=250, y=60)

b4 = Button(window, text="4", width=12, command=lambda: click(4))

b4.place(x=10, y=110)

b5 = Button(window, text="5", width=12, command=lambda: click(5))

b5.place(x=130, y=110)

b6 = Button(window, text="6", width=12, command=lambda: click(6))

b6.place(x=250, y=110)

b7 = Button(window, text="7", width=12, command=lambda: click(7))

b7.place(x=10, y=160)

b8 = Button(window, text="8", width=12, command=lambda: click(8))

b8.place(x=130, y=160)

b9 = Button(window, text="9", width=12, command=lambda: click(9))

b9.place(x=250, y=160)

b0 = Button(window, text="0", width=12, command=lambda: click(0))

b0.place(x=130, y=210)

# Operator Buttons

b\_plus = Button(window, text="+", width=12, command=lambda: click("+"))

b\_plus.place(x=10, y=210)

b\_minus = Button(window, text="-", width=12, command=lambda: click("-"))

b\_minus.place(x=250, y=210)

b\_mul = Button(window, text="\*", width=12, command=lambda: click("\*"))

b\_mul.place(x=10, y=260)

b\_div = Button(window, text="/", width=12, command=lambda: click("/"))

b\_div.place(x=130, y=260)

b\_eq = Button(window, text="=", width=12, command=equal)

b\_eq.place(x=250, y=260)

b\_clear = Button(window, text="Clear", width=12, command=clear)

b\_clear.place(x=130, y=310)

# Run the GUI event loop

window.mainloop()

OUTPUT

