```python
1  from tkinter import *
2
3  root=Tk()
4  #title of calculator
5  root.title("Manisharan Calci")
6  e = Entry(root,width=50,borderwidth=20,fg="Black")
7  e.grid(row=0,column=0,columnspan=20,padx=20,pady=30)
8
9  def buttonclick(number):
10     current=e.get()
11     e.delete(0,END)
12     e.insert(0,str(current) + str(number))
13  def clear():
14     e.delete(0,END)
15  def buttonadd():
16     firstnum=e.get()
17     global fnum
18     global math
19     math="add"
20     fnum=int(firstnum)
21     e.delete(0,END)
22  #global keyword is used to give access for a func to
   use in whole code
23  def equal():
24     secondnum=e.get()
25     e.delete(0,END)
26     if math=="add":
27         e.insert(0,fnum + int(secondnum))
28     elif math=="sub":
29         e.insert(0,fnum - int(secondnum))
30     elif math=="mul":
31         e.insert(0,fnum * int(secondnum))
32     elif math=="div":
33         e.insert(0,fnum / int(secondnum))
34     elif math=="pow":
35         e.insert(0,fnum ** int(secondnum))
36  #For every arthmetic operation
37  def sub():
38     firstnum=e.get()
39     global fnum
40     global math
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41         math="sub"
42         fnum=int(firstnum)
43         e.delete(0,END)
44         return
45 def mul():
46         firstnum=e.get()
47         global fnum
48         global math
49         math="mul"
50         fnum=int(firstnum)
51         e.delete(0,END)
52         return
53 def div():
54         firstnum=e.get()
55         global fnum
56         global math
57         math="div"
58         fnum=int(firstnum)
59         e.delete(0,END)
60         return
61 def pow():
62         firstnum=e.get()
63         global fnum
64         global math
65         math="pow"
66         fnum=int(firstnum)
67         e.delete(0,END)
68         return
69
70 #creation of buttons
71 button1=Button(root,text="1",padx=40,pady=20,command=
   lambda:buttonclick(1))
72 button2=Button(root,text="2",padx=40,pady=20,command=
   lambda:buttonclick(2))
73 button3=Button(root,text="3",padx=40,pady=20,command=
   lambda:buttonclick(3))
74 button4=Button(root,text="4",padx=40,pady=20,command=
   lambda:buttonclick(4))
75 button5=Button(root,text="5",padx=40,pady=20,command=
   lambda:buttonclick(5))
76 button6=Button(root,text="6",padx=40,pady=20,command=
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76      lambda:buttonclick(6))
77 button7=Button(root,text="7",padx=40,pady=20,command
       =lambda:buttonclick(7))
78 button8=Button(root,text="8",padx=40,pady=20,command
       =lambda:buttonclick(8))
79 button9=Button(root,text="9",padx=40,pady=20,command
       =lambda:buttonclick(9))
80 button0=Button(root,text="0",padx=40,pady=20,command
       =lambda:buttonclick(0))
81
82 #operations
83 buttonadd=Button(root,text="+",padx=40,pady=20,
       command=buttonadd)
84 buttonsub=Button(root,text="-",padx=40,pady=20,
       command=sub)
85 buttonmul=Button(root,text="*",padx=40,pady=20,
       command=mul)
86 buttondiv=Button(root,text="/",padx=40,pady=20,
       command=div)
87 buttonequal=Button(root,text="=",padx=40,pady=20,
       command=equal)
88 buttonclear=Button(root,text="clear",padx=40,pady=20
       ,command=lambda:clear)
89 buttonpow=Button(root,text="**",padx=40,pady=20,
       command=pow)
90 buttonquit=Button(root,text="exit",padx=10,pady=10,
       command=root.quit)
91
92 #put button on screen
93 button1.grid(row=3,column=0)
94 button2.grid(row=3,column=1)
95 button3.grid(row=3,column=2)
96 button4.grid(row=2,column=0)
97 button5.grid(row=2,column=1)
98 button6.grid(row=2,column=2)
99 button7.grid(row=1,column=0)
100 button8.grid(row=1,column=1)
101 button9.grid(row=1,column=2)
102 button0.grid(row=4,column=0)
103 buttonadd.grid(row=4,column=1)
104 buttonsub.grid(row=4,column=2)
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105 buttonmul.grid(row=5,column=0)
106 buttondiv.grid(row=5,column=1)
107 buttonequal.grid(row=5,column=2)
108 buttonclear.grid(row=6,column=0)
109 buttonpow.grid(row=6,column=1)
110 buttonquit.grid(row=6,column=2)
111 root.mainloop()
112
113
114
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121
122
```