from tkinter import \*

root=Tk()

root.title("MINI CALCULATOR")

e = Entry(root,width=35,borderwidth=5,bg="white",fg="black")

e.grid(row=0,column=0,columnspan=3,padx=10,pady=10 )

def button\_click(number):

current = e.get()

e.insert(0,number)

e.delete(0, END)

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

def button\_clear():

e.delete(0, END)

def button\_add():

first\_number = e.get()

global f\_num

global math

math = "addition"

f\_num=int(first\_number)

e.delete(0, END)

def button\_equal():

second\_number = e.get()

e.delete(0, END)

if math=="addition":

e.insert(0,f\_num+int(second\_number))

elif math=="subtraction":

e.insert(0, f\_num - int(second\_number))

elif math == "multiplication":

e.insert(0, f\_num \* int(second\_number))

elif math == "division":

e.insert(0, f\_num / int(second\_number))

def button\_sub():

first\_number = e.get()

global f\_num

global math

math = "subtraction"

f\_num = int(first\_number)

e.delete(0, END)

def button\_mul():

first\_number = e.get()

global f\_num

global math

math = "multiplication"

f\_num = int(first\_number)

e.delete(0, END)

def button\_div():

first\_number = e.get()

global f\_num

global math

math = "division"

f\_num = int(first\_number)

e.delete(0, END)

button\_1=Button(root,text="1",padx=40,pady=20,command=lambda:button\_click(1),bg="silver",fg="white")

button\_2=Button(root,text="2",padx=40,pady=20,command=lambda:button\_click(2),bg="silver",fg="white")

button\_3=Button(root,text="3",padx=40,pady=20,command=lambda:button\_click(3),bg="silver",fg="white")

button\_4=Button(root,text="4",padx=40,pady=20,command=lambda:button\_click(4),bg="silver",fg="white")

button\_5=Button(root,text="5",padx=40,pady=20,command=lambda:button\_click(5),bg="silver",fg="white")

button\_6=Button(root,text="6",padx=40,pady=20,command=lambda:button\_click(6),bg="silver",fg="white")

button\_7=Button(root,text="7",padx=40,pady=20,command=lambda:button\_click(7),bg="silver",fg="white")

button\_8=Button(root,text="8",padx=40,pady=20,command=lambda:button\_click(8),bg="silver",fg="white")

button\_9=Button(root,text="9",padx=40,pady=20,command=lambda:button\_click(9),bg="silver",fg="white")

button\_0=Button(root,text="0",padx=40,pady=20,command=lambda:button\_click(0),bg="silver",fg="white")

button\_add=Button(root,text="+",padx=40,pady=20,command=button\_add,bg="green",fg="white")

button\_equal=Button(root,text="=",padx=150,pady=20,command=button\_equal,bg="black",fg="white")

button\_clear=Button(root,text="CLEAR",padx=111,pady=20,command=button\_clear,bg="red",fg="white")

button\_sub=Button(root,text="-",padx=43,pady=20,command=button\_sub,bg="green",fg="white")

button\_mul=Button(root,text="\*",padx=41,pady=20,command=button\_mul,bg="green",fg="white")

button\_div=Button(root,text="/",padx=42,pady=20,command=button\_div,bg="green",fg="white")

button\_1.grid(row=3,column=0)

button\_2.grid(row=3,column=1)

button\_3.grid(row=3,column=2)

button\_4.grid(row=2,column=0)

button\_5.grid(row=2,column=1)

button\_6.grid(row=2,column=2)

button\_7.grid(row=1,column=0)

button\_8.grid(row=1,column=1)

button\_9.grid(row=1,column=2)

button\_0.grid(row=4,column=0)

button\_clear.grid(row=4,column=1,columnspan=2)

button\_add.grid(row=5,column=0)

button\_equal.grid(row=5,column=1,columnspan=2)

button\_sub.grid(row=6,column=0)

button\_mul.grid(row=6,column=1)

button\_div.grid(row=6,column=2)

root.mainloop()