# Clock

Graphical user interface, text, website

Description automatically generated

from tkinter import \*

import time

root = Tk()

root.geometry("600x200")

def clock():

hour = time.strftime("%I")

minute = time.strftime("%M")

second = time.strftime("%S")

day = time.strftime("%A")

am\_pm = time.strftime("%p")

my\_label.config(text=hour + ":" + minute + ":" + second + " " + am\_pm)

my\_label.after(1000, clock)

my\_label2.config(text = day)

def update():

my\_label.config(text="New Text")

my\_label = Label(root, text="", font=("Helvetica", 48), fg="green", bg="black")

my\_label.pack(pady=20)

my\_label2 = Label(root, text="", font=("Helvetica", 14))

my\_label2.pack(pady=10)

clock()

root.mainloop()

# Caculator

Table, calendar

Description automatically generated

**Hướng dẫn layout:**

from tkinter import \*

root = Tk()

root.title("Calculator")

root.geometry("300x345")

root.resizable(0, 0) # Cannot resize

expression = ""

input\_text = StringVar()

input\_frame = Frame(root, width=300, height=50, bd=0,

highlightbackground="black", highlightcolor="black", highlightthickness=2)

input\_frame.pack(side=TOP)

# Tạo thẻ input bên trong khung

input\_field = Entry(input\_frame, font="Arial 18 bold", textvariable=input\_text,

width=50, background="#eee", bd=0, justify=RIGHT)

input\_field.grid(row=0, column=0)

input\_field.pack(ipady=10) # internal padding y

# Tạo frame bao chứa các button bên dưới

button\_frame = Frame(root, width=300, height=275, bd=0,

highlightbackground="black", highlightcolor="black", highlightthickness=2)

button\_frame.pack(side=TOP)

clear = Button(button\_frame, text="Clear", height=3, width=20).grid(

row=0, column=0, columnspan=2, padx=1, pady=1)

back = Button(button\_frame, text="<--", height=3, width=20).grid(

row=0, column=2, columnspan=2, padx=1, pady=1)

# Row 1: 7,8,9, /

so7 = Button(button\_frame, text="7", width=9, height=3).grid(

row=1, column=0, padx=1, pady=1)

so8 = Button(button\_frame, text="8", width=9, height=3).grid(

row=1, column=1, padx=1, pady=1)

so8 = Button(button\_frame, text="9", width=9, height=3).grid(

row=1, column=2, padx=1, pady=1)

chia = Button(button\_frame, text="/", width=9, height=3).grid(

row=1, column=3, padx=1, pady=1)

# Row 2: 4, 5, 6, \*

so4 = Button(button\_frame, text="4", width=9, height=3).grid(

row=2, column=0, padx=1, pady=1)

so5 = Button(button\_frame, text="5", width=9, height=3).grid(

row=2, column=1, padx=1, pady=1)

so6 = Button(button\_frame, text="6", width=9, height=3).grid(

row=2, column=2, padx=1, pady=1)

nhan = Button(button\_frame, text="\*", width=9, height=3).grid(

row=2, column=3, padx=1, pady=1)

# Row 3: 1, 2, 3, -

so1 = Button(button\_frame, text="1", width=9, height=3).grid(

row=3, column=0, padx=1, pady=1)

so2 = Button(button\_frame, text="2", width=9, height=3).grid(

row=3, column=1, padx=1, pady=1)

so3 = Button(button\_frame, text="3", width=9, height=3).grid(

row=3, column=2, padx=1, pady=1)

tru = Button(button\_frame, text="-", width=9, height=3).grid(

row=3, column=3, padx=1, pady=1)

# Row 4: 0, ., =, +

so0 = Button(button\_frame, text="0", width=9, height=3).grid(

row=4, column=0, padx=1, pady=1)

cham = Button(button\_frame, text=".", width=9, height=3).grid(

row=4, column=1, padx=1, pady=1)

bang = Button(button\_frame, text="=", width=9, height=3).grid(

row=4, column=2, padx=1, pady=1)

cong = Button(button\_frame, text="+", width=9, height=3).grid(

row=4, column=3, padx=1, pady=1)

# RUN

root.mainloop()