# Simple Calculator Project Documentation

## Project Title:

Simple Calculator

## Project Description:

This project is a simple calculator application that supports basic arithmetic operations such as addition. The calculator provides a graphical user interface (GUI) where users can input two numbers and perform an addition operation. The result of the addition is displayed on the screen.

## Current Progress:

- Designed and implemented the GUI using `tkinter`.  
- Completed the functionality for the addition operation.

## Challenges Faced:

- Ensuring accurate input handling.  
- Providing user-friendly error messages for invalid inputs.

## Next Steps:

- Enhance the user interface for better usability.  
- Add more arithmetic operations (subtraction, multiplication, division).  
- Perform thorough testing and debugging.

## GitHub Repository Link:

https://github.com/ryry2011/simple-calculator-

## Python Code:

```python  
import tkinter as tk  
from tkinter import messagebox  
  
def add\_numbers():  
 try:  
 num1 = float(entry1.get())  
 num2 = float(entry2.get())  
 result = num1 + num2  
 result\_label.config(text=f"Result: {result}")  
 except ValueError:  
 messagebox.showerror("Invalid Input", "Please enter valid numbers")  
  
# Create the main window  
root = tk.Tk()  
root.title("Simple Calculator")  
  
# Create labels and entry widgets for the first number  
label1 = tk.Label(root, text="Enter first number:")  
label1.pack(pady=5)  
entry1 = tk.Entry(root)  
entry1.pack(pady=5)  
  
# Create labels and entry widgets for the second number  
label2 = tk.Label(root, text="Enter second number:")  
label2.pack(pady=5)  
entry2 = tk.Entry(root)  
entry2.pack(pady=5)  
  
# Create a button to trigger the addition  
add\_button = tk.Button(root, text="Add", command=add\_numbers)  
add\_button.pack(pady=10)  
  
# Create a label to show the result  
result\_label = tk.Label(root, text="Result: ")  
result\_label.pack(pady=10)  
  
# Start the main event loop  
root.mainloop()  
```