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import tkinter as tk


# Function to handle button click events
def on_button_click(value):
    current = entry.get()
    entry.delete(0, tk.END)  # Clear the current input
    entry.insert(tk.END, current + value)  # Append the clicked value


# Function to clear the input field
def clear():
    entry.delete(0, tk.END)


# Function to evaluate the expression entered by the user
def evaluate():
    try:
        result = eval(entry.get())  # Use eval to evaluate the string
expression
        entry.delete(0, tk.END)  # Clear the input field
        entry.insert(tk.END, result)  # Show the result
    except Exception as e:
        entry.delete(0, tk.END)  # Clear the input field on error
        entry.insert(tk.END, "Error")


# Create the main window
root = tk.Tk()
root.title("Visual Calculator")

# Create the input field (Entry widget)
entry = tk.Entry(root, width=20, font=("Arial", 24), borderwidth=2,
relief="solid", justify="right")
entry.grid(row=0, column=0, columnspan=4)

# Define button layout
buttons = [
    ('7', 1, 0), ('8', 1, 1), ('9', 1, 2), ('/', 1, 3),
    ('4', 2, 0), ('5', 2, 1), ('6', 2, 2), ('*', 2, 3),
    ('1', 3, 0), ('2', 3, 1), ('3', 3, 2), ('-', 3, 3),
    ('0', 4, 0), ('.', 4, 1), ('=', 4, 2), ('+', 4, 3)
]

# Create the buttons dynamically
for (text, row, col) in buttons:
    if text == '=':
        # '=' button should evaluate the expression
        button = tk.Button(root, text=text, width=5, height=2, font=("Arial",
18), command=evaluate)
    else:
        # All other buttons should append their text to the input field
        button = tk.Button(root, text=text, width=5, height=2, font=("Arial",
18),
                           command=lambda value=text: on_button_click(value))

    button.grid(row=row, column=col)
```

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# Clear button (C)
clear_button = tk.Button(root, text="C", width=5, height=2, font=("Arial",
18), command=clear)
clear_button.grid(row=5, column=0, columnspan=2, sticky="nsew")

# Run the Tkinter event loop
root.mainloop()
```