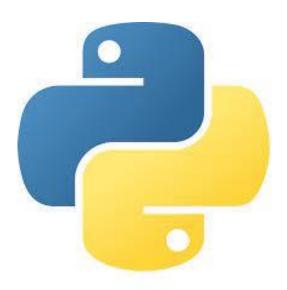
Python Project:



Project Name: Basic Calculator (Using GUI)

Name: SAPTARSHI NATH

Course: Python Programming

Project Duration: 7hrs

Faculty Name: ARINDOM GHOSH

Project Overview:

OS USED: - Windows

This project can be used as a basic form of a calculator with basic operation including addition, subtraction, multiplication and division between 2 numbers.

The programme on running will open an interface to take input for two numbers and it is followed by the buttons for the desired operation we need to perform within the two numbers. On entering the number and on clicking the required button we get our required result and we can run the calculator till we want and if we wish to exit the calculator just have to press the quit button and then confirm by pressing 'Yes' and then we are done with the basic form of calculator using python.

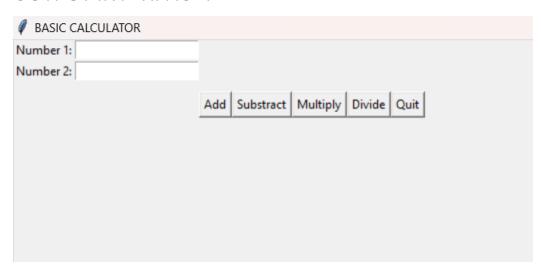
Code:

```
import tkinter as tk
from tkinter import *
from tkinter import messagebox as mb
def call():
  a = mb.askquestion('Exit Application', 'Do you really want to exit')
  if a == 'yes':
     root.destroy()
  else:
     mb.showinfo('Return', 'Returning to main application')
def add():
num1 = float(num1 \ entry.get())
num2 = float(num2 \ entry.get())
result = str(num1 + num2)
result label.config(text="Result: "+ result)
def substract():
  num1 = float(num1 entry.get())
  num2 = float(num2 \ entry.get())
  result = str(num1 - num2)
  result label.config(text="Result: "+ result)
def multiply():
  num1 = float(num1 \ entry.get())
  num2 = float(num2 \ entry.get())
  result = str(num1 * num2)
  result label.config(text="Result: "+ result)
def divide():
```

```
num1 = float(num1 \ entry.get())
  num2 = float(num2 \ entry.get())
  result = str(num1 / num2)
  result label.config(text="Result: "+ result)
root = tk.Tk()
root.title("BASIC CALCULATOR")
num1 label = tk.Label(root, text="Number 1:")
num1 \ entry = tk.Entry(root)
num2 label = tk.Label(root, text="Number 2:")
num2\_entry = tk.Entry(root)
add1 = tk.Button(root, text="Add", command=add)
add2 = tk.Button(root, text="Substract", command=substract)
add3 = tk.Button(root, text="Multiply", command=multiply)
add4 = tk.Button(root, text="Divide", command=divide)
add5 = tk.Button(root, text="Quit", command=call)
result\ label = tk.Label(root, text="")
num1 label.grid(row=0, column=0, sticky="e")
num1 entry.grid(row=0, column=1)
num2 label.grid(row=1, column=0, sticky="e")
num2 entry.grid(row=1, column=1)
add1.grid(row=2, column=2, columnspan=2, pady=10)
add2.grid(row=2, column=4, columnspan=2, pady=10)
add3.grid(row=2, column=10, columnspan=2, pady=10)
add4.grid(row=2, column=15, columnspan=2, pady=10)
add5.grid(row=2, column=20, columnspan=2, pady=10)
result label.grid(row=3, column=0, columnspan=2)
root.mainloop()
```

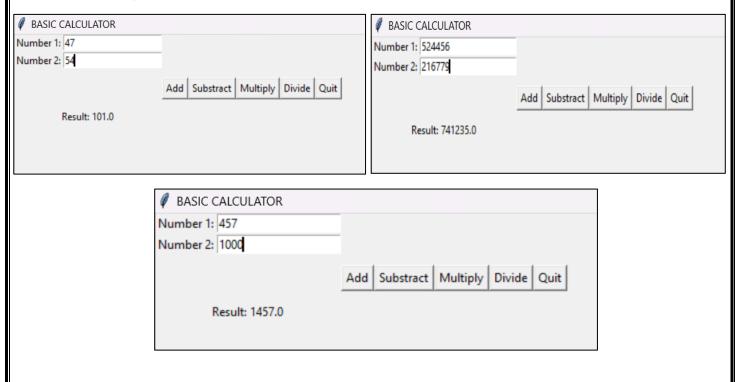
Output:

OUTPUT INTERFACE:



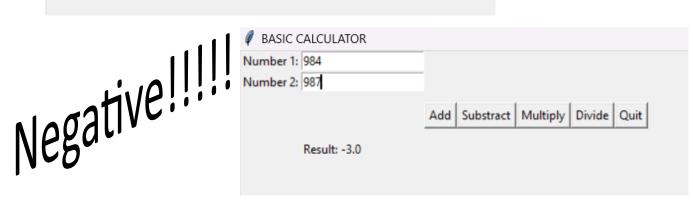
Using Operations with examples:

Add operation:



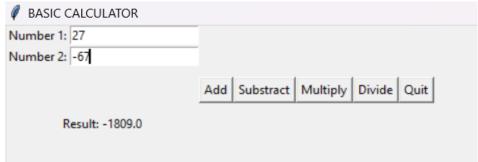
Substract operation:



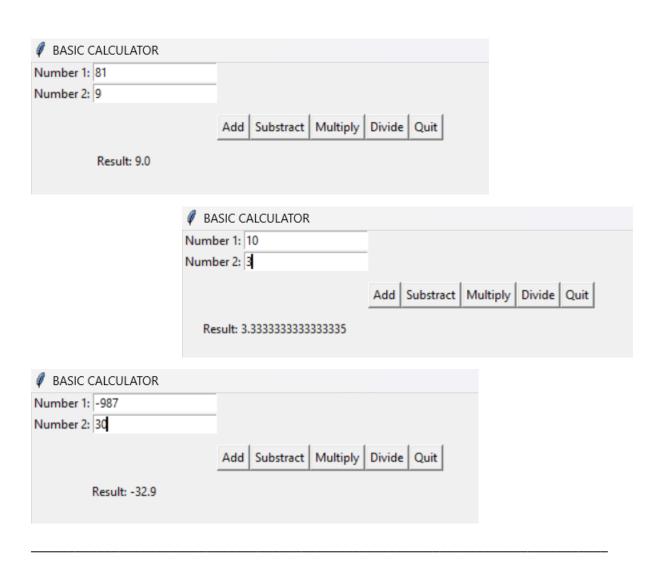


Multiplication operation:

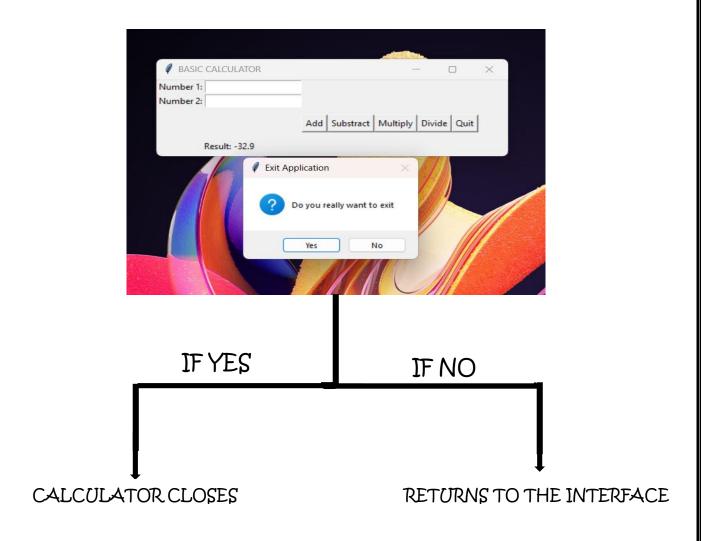




Division operation:



Quit operation:



Conclusion:

Tkinter is excellent for small, quick GUI applications, and since it runs on more platforms than any other Python GUI toolkit, it is a good choice where portability is the prime concern.

It's fair to say that almost anything that can be done using the C language and Tk can be done using Python and Tkinter. One example is the Python megawidgets (PMW) package which is a pure Python package that creates an excellent widget set by building on the core Tkinter widgets.

I am really thankful to my respected Arindom Sir for supporting me and giving all the required ideas which is used for this project.