

Calculator Using Tkinter Module

```
from tkinter import*

def click(event):
    text=event.widget.cget("text")

    print(text)

    if text== "=" :

        if scvalue.get().isdigit():
            value=int(scvalue.get())

        else:
            value=eval(screen.get())

        scvalue.set(value)

        screen.update()


    elif text == "c" :

        scvalue.set("")

        screen.update()

    else:

        scvalue.set(scvalue.get()+ text)

        screen.update()

root=Tk()

root.title("CALCULATOR")

root.geometry("644x500")

scvalue=StringVar()

scvalue.set("")

screen=Entry(root,textvar=scvalue,font="lucide 25 bold",bg="sky blue")

screen.pack(fill=X,ipadx=8,padx=40,pady=15)
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```
f1=Frame(root,bg="grey")

b1=Button(f1,text="9",padx=12,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b1.pack(side=LEFT,padx=18,pady=12)

b1.bind("<Button-1>",click)

b2=Button(f1,text="8",padx=12,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b2.pack(side=LEFT,padx=18,pady=12)

b2.bind("<Button-1>",click)

b3=Button(f1,text="7",padx=12,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b3.pack(side=LEFT,padx=18,pady=12)

b3.bind("<Button-1>",click)

f1.pack()
```

```
f1=Frame(root,bg="grey")

b1=Button(f1,text="6",padx=12,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b1.pack(side=LEFT,padx=18,pady=12)

b1.bind("<Button-1>",click)

b2=Button(f1,text="5",padx=12,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b2.pack(side=LEFT,padx=18,pady=12)

b2.bind("<Button-1>",click)

b3=Button(f1,text="4",padx=12,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b3.pack(side=LEFT,padx=18,pady=12)

b3.bind("<Button-1>",click)

f1.pack()
```

```
f1=Frame(root,bg="grey")

b1=Button(f1,text="3",padx=12,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b1.pack(side=LEFT,padx=18,pady=12)

b1.bind("<Button-1>",click)

b2=Button(f1,text="2",padx=12,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b2.pack(side=LEFT,padx=18,pady=12)

b2.bind("<Button-1>",click)

b3=Button(f1,text="1",padx=12,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b3.pack(side=LEFT,padx=18,pady=12)

b3.bind("<Button-1>",click)

f1.pack()
```

```
f1=Frame(root,bg="grey")

b1=Button(f1,text="0",padx=12,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b1.pack(side=LEFT,padx=18.5,pady=12)

b1.bind("<Button-1>",click)

b2=Button(f1,text="-",padx=15,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b2.pack(side=LEFT,padx=18.5,pady=12)

b2.bind("<Button-1>",click)

b3=Button(f1,text="+",padx=12,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b3.pack(side=LEFT,padx=18.5,pady=12)

b3.bind("<Button-1>",click)

f1.pack()
```

```
f1=Frame(root,bg="grey")

b1=Button(f1,text="*",padx=12,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b1.pack(side=LEFT,padx=18.8,pady=12)
```

```
b1.bind("<Button-1>",click)

b2=Button(f1,text="%",padx=12,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b2.pack(side=LEFT,padx=18.8,pady=12)

b2.bind("<Button-1>",click)

b3=Button(f1,text="/",padx=12,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b3.pack(side=LEFT,padx=18.8,pady=12)

b3.bind("<Button-1>",click)

f1.pack()
```

```
f1=Frame(root,bg="grey")

b1=Button(f1,text="c",padx=30,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b1.pack(side=LEFT,padx=32,pady=12)

b1.bind("<Button-1>",click)

b2=Button(f1,text="=",padx=30,pady=5,font="lucida 36 bold",relief=SUNKEN,bg="sky blue")

b2.pack(side=LEFT,padx=32,pady=12)

b2.bind("<Button-1>",click)

f1.pack()
```

```
root.mainloop()
```