

## اله حاسبه في لغة البايثون

```
from tkinter import *

def button_press(num):
    global equation_text
    equation_text=equation_text + str(num)
    equation_label.set(equation_text) # الارقام بكتابه الداله هذه تقوم

def equals():
    try:
        global equation_text
        total = str(eval(equation_text))

        equation_label.set(total)

        equation_text = total

    except SyntaxError:
        equation_label.set("Syntax Error")
        equation_text = "" # وتعمل الاشارات او علامات من اكثر نقرت اذا
        رساله لك بطلع يقوم يساوي

    except ZeroDivisionError:
        equation_label.set("Arithmetic Error")
        equation_text = "" # عندما رساله بأظهار يقوم 2\0 مثلا ادخلت اذا
        يساوي على تنقر

def clear():
    global equation_text
    equation_label.set("")
    equation_text = ""

window = Tk()
window.title("حاسبه اله تصميم")
window.geometry('500x500')
window.configure(background="blue")
equation_text = ""

equation_label = StringVar()
label = Label(window,
textvariable=equation_label,font=('console',20), bg='red', width=23,
height=2)
label.pack()

frame = Frame(window)
frame.pack()

button1 = Button(frame,text=1, height=4,
width=9,font=35,bg='green',command= lambda :button_press(1))
button1.grid(row=0,column=0)

button2 = Button(frame,text=2, height=4,
width=9,font=35,bg='green',command= lambda :button_press(2))
button2.grid(row=0,column=1)
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button3 = Button(frame, text=3, height=4,
width=9, font=35, bg='green', command= lambda :button_press(3))
button3.grid(row=0, column=2)

button4 = Button(frame, text=4, height=4,
width=9, font=35, bg='green', command= lambda :button_press(4))
button4.grid(row=1, column=0)

button5 = Button(frame, text=5, height=4,
width=9, font=35, bg='green', command= lambda :button_press(5))
button5.grid(row=1, column=1)

button6 = Button(frame, text=6, height=4,
width=9, font=35, bg='green', command= lambda :button_press(6))
button6.grid(row=1, column=2)

button7 = Button(frame, text=7, height=4,
width=9, font=35, bg='green', command= lambda :button_press(7))
button7.grid(row=2, column=0)

button8 = Button(frame, text=8, height=4,
width=9, font=35, bg='green', command= lambda :button_press(8))
button8.grid(row=2, column=1)

button9 = Button(frame, text=9, height=4,
width=9, font=35, bg='green', command= lambda :button_press(9))
button9.grid(row=2, column=2)

button0 = Button(frame, text=0, height=4,
width=9, font=35, bg='green', command= lambda :button_press(0))
button0.grid(row=3, column=1)

plus = Button(frame, text='+', height=4,
width=9, font=35, bg='green', command= lambda :button_press('+'))
plus.grid(row=0, column=3)

minus = Button(frame, text='-', height=4,
width=9, font=35, bg='green', command= lambda :button_press('-'))
minus.grid(row=1, column=3)

multiply = Button(frame, text='*', height=4,
width=9, font=35, bg='green', command= lambda :button_press('*'))
multiply.grid(row=2, column=3)

divide = Button(frame, text='/', height=4,
width=9, font=35, bg='green', command= lambda :button_press('/'))
divide.grid(row=3, column=3)

equal = Button(frame, text='=', height=4,
width=9, font=35, bg='green', command= equals)
equal.grid(row=3, column=2)

decimal = Button(frame, text='.', height=4,
width=9, font=35, bg='green', command= lambda :button_press('.'))
decimal.grid(row=3, column=0)

clear = Button(frame, text='clear', height=3,
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width=10,font=35,bg='yellow',command= clear)
clear.grid(row=4,column=1)

window.mainloop()
```