In [2]:

```
import tkinter as tk

def button_click(number):
    current = entry.get()
    entry.delete(0, tk.END)
    entry.insert(tk.END, current + str(number))

def button_clear():
    entry.delete(0, tk.END)

def button_equal():
    expression = entry.get()
    result = eval(expression)
    entry.delete(0, tk.END)
    entry.insert(tk.END, result)

root = tk.Tk()
root.title("Simple Calculator")

entry = tk.Entry(root, width=30, justify="right")
entry.grid(row=0, column=0, columnspan=4, padx=10, pady=10)

# Create number buttons
number_buttons = [
    ("7", 1, 0),
    ("8", 1, 1),
    ("9", 1, 2),
    ("4", 2, 0),
    ("5", 2, 1),
    ("6", 2, 2),
    ("1", 3, 0),
    ("2", 3, 1),
    ("3", 3, 2),
    ("0", 4, 0)
]

for button_text, row, col in number_buttons:
    button = tk.Button(root, text=button_text, padx=20, pady=10,
                       command=lambda num=button_text: button_click(num))
    button.grid(row=row, column=col)

# Create operator buttons
operator_buttons = [
    ("+", 1, 3),
    ("-", 2, 3),
    ("*", 3, 3),
    ("/", 4, 3)
]

for button_text, row, col in operator_buttons:
    button = tk.Button(root, text=button_text, padx=20, pady=10,
                       command=lambda operator=button_text: button_click(operator))
    button.grid(row=row, column=col)

# Create special buttons
button_clear = tk.Button(root, text="C", padx=20, pady=10, command=button_clear)
button_clear.grid(row=4, column=1)

button_equal = tk.Button(root, text="=", padx=20, pady=10, command=button_equal)
button_equal.grid(row=4, column=2)

root.mainloop()
```

In [ ]: