

Practical

Develop a GUI based Tkinter application “Calculator” for basic arithmetic operation

```
import tkinter as tk
MainWindow = tk.Tk()
MainWindow.title( "Calculator" )
label1 = tk.Label(MainWindow, text = "First Number")
label1.pack()

textbox1 = tk.Entry()
textbox1.pack()

label2 = tk.Label(MainWindow, text = "Second Number")
label2.pack()

textbox2 = tk.Entry()
textbox2.pack()

def add():
    a = int(textbox1.get())
    b = int(textbox2.get())
    label3.config(text = (a + b))

def subtract():
    a = int(textbox1.get())
    b = int(textbox2.get())
    label3.config(text = (a - b))

def multiply():
    a = int(textbox1.get())
    b = int(textbox2.get())
    label3.config(text = (a * b))
```

```
def divide():
```

```
    a = int(textbox1.get())
```

```
    b = int(textbox2.get())
```

```
    label3.config(text = (a / b))
```

```
button1 = tk.Button( MainWindow, text = "Add", command = add )
```

```
button1.pack()
```

```
button2 = tk.Button(MainWindow, text = "Subtract", command = subtract)
```

```
button2.pack()
```

```
button3 = tk.Button(MainWindow, text = "Multiply", command = multiply)
```

```
button3.pack()
```

```
button4 = tk.Button(MainWindow, text = "Divide", command = divide)
```

```
button4.pack()
```

```
label3 = tk.Label(MainWindow, text = "", fg='red',font = "Helvetica 16 bold italic")
```

```
label3.pack()
```

```
MainWindow.mainloop()
```

OUTPUT

