

Forum:[Hack Forums](#)

Thread: [Python calculator](#)

Mimzie5 - February 3, 2017, 4:01 pm

I have been learning and coding in python for a while now and i'm having issues with a small project i'm doing (Basic calculator). I cant seem to figure out how to bind the buttons to functions for example i would like to bind button_plus to the addition function i created earlier. Any tips for helping me out?

Also if anyone has any ideas for other projects after i finish this calculator that would be greatly appreciated :)

captainspalding - February 3, 2017, 4:25 pm

Going to be pretty difficult to understand what you're talking about without source code. No idea what your functions look like.

Infamia - February 3, 2017, 5:25 pm

Pseudo-code:

```
Code if button_plus.onPressed:
    addition(x,y)
```

SIM-1866423 - February 3, 2017, 5:35 pm

We got QT.

PHP Code

```
<?php
# -*- coding: utf-8 -*-

# Form implementation generated from reading ui file 'untitled.ui'
#
# Created: Sat Feb 4 04:33:54 2017
# by: PyQt4 UI code generator 4.10.4
#
# WARNING! All changes made in this file will be lost!

from PyQt4 import QtCore, QtGui

try:
    _fromUtf8 = QtCore.QString.fromUtf8
except AttributeError:
    def _fromUtf8(s):
        return s

try:
    _encoding = QtGui.QApplication.UnicodeUTF8
    def _translate(context, text, disambig):
        return QtGui.QApplication.translate(context, text, disambig, _encoding)
```

```

except AttributeError:
    def _translate(context, text, disambig):
        return QtGui.QApplication.translate(context, text, disambig)

class Ui_Dialog(object):
    def setupUi(self, Dialog):
        Dialog.setObjectName(_fromUtf8("Dialog"))
        Dialog.resize(356, 135)
        self.pushButton = QtGui.QPushButton(Dialog)
        self.pushButton.setGeometry(QtCore.QRect(220, 50, 111, 51))
        self.pushButton.setObjectName(_fromUtf8("pushButton"))
        self.lineEdit = QtGui.QLineEdit(Dialog)
        self.lineEdit.setGeometry(QtCore.QRect(70, 50, 113, 27))
        self.lineEdit.setObjectName(_fromUtf8("lineEdit"))
        self.lineEdit_2 = QtGui.QLineEdit(Dialog)
        self.lineEdit_2.setGeometry(QtCore.QRect(70, 80, 113, 27))
        self.lineEdit_2.setObjectName(_fromUtf8("lineEdit_2"))

        self.retranslateUi(Dialog)
        QtCore.QObject.connect(self.pushButton, QtCore.SIGNAL(_fromUtf8("clicked()")), self.
DOSOMETHINGDUDEE)
        QtCore.QMetaObject.connectSlotsByName(Dialog)

    def retranslateUi(self, Dialog):
        Dialog.setWindowTitle(_translate("Dialog", "Dialog", None))
        self.pushButton.setText(_translate("Dialog", "SUM", None))

    def DOSOMETHINGDUDEE(self):
        print("something")

if __name__ == "__main__":
    import sys
    app = QtGui.QApplication(sys.argv)
    Dialog = QtGui.QDialog()
    ui = Ui_Dialog()
    ui.setupUi(Dialog)
    Dialog.show()
    sys.exit(app.exec_())

```