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# Simple Calculator

# import the library
from appJar import gui

# create a GUI variable called app
app = gui("SJB Window", "400x400")
app.setBg("orange")
app.setFont(18)

# handle button events
def button(button):
    if button == "Cancel":
        app.setEntry("firstNum", "", callFunction=False)
        app.setEntry("secondNum", "", callFunction=False)
        app.setEntry("ANSWER", "", callFunction=False)
        print("Bye")
    elif button == "Exit":
        print("Goodbye!")
        app.stop()
    else:
        result = app.setEntry("ANSWER", "", callFunction=False)
        print("ANSWER:", result)

# Math functions here
def myCalc(theCalc):
    if theCalc == "add":
        num1 = app.getEntry("firstNum")
        num2 = app.getEntry("secondNum")
        app.setEntry("ANSWER", num1 + num2)
        print(num1 + num2)

    if theCalc == "sub":
        num1 = app.getEntry("firstNum")
        num2 = app.getEntry("secondNum")
        app.setEntry("ANSWER", num1 - num2)
        print(num1 - num2)

    if theCalc == "mult":
        num1 = app.getEntry("firstNum")
        num2 = app.getEntry("secondNum")
        app.setEntry("ANSWER", num1 * num2)
        print(num1 * num2)

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    if theCalc == "div":
        num1 = app.getEntry("firstNum")
        num2 = app.getEntry("secondNum")
        app.setEntry("ANSWER", num1 / num2)
        print(num1 / num2)

# add & configure widgets - widgets get a name, to help referencing them later
app.addLabel("title", "CALCULATOR")
app.setLabelBg("title", "blue")
app.setLabelFg("title", "orange")

app.addLabelEntry("ANSWER")

app.addNumericEntry("firstNum")
app.setEntryDefault("firstNum", "First Number")

app.addNumericEntry("secondNum")
app.setEntryDefault("secondNum", "Second Number")

# link the buttons to the functions called button and myCalc
app.addButtons(["Clear", "Cancel", "Exit"], button)
app.addButtons(["add", "sub", "mult", "div"], myCalc)

app.setFocus("ANSWER")

# start the GUI
app.go()
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