1. Create a new Java class (e.g., "Calculator.java") and add the following code:

```
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
public class Calculator {
 private JFrame frame;
 private JTextField textField;
 private double number1, number2;
 private char operation;
 public Calculator() {
   frame = new JFrame("Calculator");
   frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
   frame.setLayout(new FlowLayout());
   textField = new JTextField(20);
    frame.add(textField);
    JButton button1 = new JButton("1");
    button1.addActionListener(new ActionListener() {
      public void actionPerformed(ActionEvent e) {
        textField.setText(textField.getText() + "1");
     }
   });
    frame.add(button1);
    JButton button2 = new JButton("2");
    button2.addActionListener(new ActionListener() {
      public void actionPerformed(ActionEvent e) {
       textField.setText(textField.getText() + "2");
     }
   });
```

```
frame.add(button2);
JButton buttonAdd = new JButton("+");
buttonAdd.addActionListener(new ActionListener() {
  public void actionPerformed(ActionEvent e) {
    number1 = Double.parseDouble(textField.getText());
    operation = '+';
    textField.setText("");
 }
});
frame.add(buttonAdd);
JButton buttonEqual = new JButton("=");
buttonEqual.addActionListener(new ActionListener() {
  public void actionPerformed(ActionEvent e) {
    number2 = Double.parseDouble(textField.getText());
    double result = 0;
    switch (operation) {
      case '+':
        result = number1 + number2;
        break;
      case '-':
        result = number1 - number2;
        break;
      case '*':
        result = number1 * number2;
        break;
      case '/':
        result = number1 / number2;
```

```
break;
}
textField.setText(String.valueOf(result));
}
});
frame.add(buttonEqual);

frame.pack();
frame.setVisible(true);
}

public static void main(String[] args) {
    new Calculator();
}
```