application::Main

~b0 = new Button("0"): Button
~b1 = new Button("1"): Button
~b2 = new Button("2"): Button
~b3 = new Button("3"): Button
~b4 = new Button("4"): Button
~b5 = new Button("5"): Button
~b6 = new Button("6"): Button
~b7 = new Button("7"): Button
~b8 = new Button("8"): Button
~b9 = new Button("9"): Button
~add = new Button("+"): Button
~subs = new Button("-"): Button
~mult = new Button("*"): Button
~division = new Button("/"): Button
~equal = new Button("="): Button
~clear = new Button("Clear"): Button
~t1 = new TextField(""): TextField
~num1 = 0: double
~num2 = 0: double
~add1 = false: boolean
~subs1 = false: boolean
~mult1 = false: boolean
~division1 = false: boolean
~equal1 = false: boolean
~number0EventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        if (t1.getText().isEmpty()) {
            num1 = 0;
            t1.setText(t1.getText() + "0");
        //
        } else {
            num2 = 0;
            t1.setText(t1.getText() + "0");
        }
    //end if-else
    }
}: EventHandler<MouseEvent>
~number1EventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        if (t1.getText().isEmpty()) {
            num1 = 1;
            t1.setText(t1.getText() + "1");
        //
        } else {
            num2 = 1;
            t1.setText(t1.getText() + "1");
        }
    //end if-else
    }
}: EventHandler<MouseEvent>
~number2EventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        if (t1.getText().isEmpty()) {
            num1 = 2;
            t1.setText(t1.getText() + "2");
        //
        } else {
            num2 = 2;
            t1.setText(t1.getText() + "2");
        }
    //end if-else
    }
}: EventHandler<MouseEvent>
~number3EventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        if (t1.getText().isEmpty()) {
            num1 = 3;
            t1.setText(t1.getText() + "3");
        //
        } else {
            num2 = 3;
            t1.setText(t1.getText() + "3");
        }
    //end if-else
    }
}: EventHandler<MouseEvent>
~number4EventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        if (t1.getText().isEmpty()) {
            num1 = 4;
            t1.setText(t1.getText() + "4");
        //
        } else {
            num2 = 4;
            t1.setText(t1.getText() + "4");
        }
    //end if-else
    }
}: EventHandler<MouseEvent>
~number5EventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        if (t1.getText().isEmpty()) {
            num1 = 5;
            t1.setText(t1.getText() + "5");
        //
        } else {
            num2 = 5;
            t1.setText(t1.getText() + "5");
        }
    //end if-else
    }
}: EventHandler<MouseEvent>
~number6EventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        if (t1.getText().isEmpty()) {
            num1 = 6;
            t1.setText(t1.getText() + "6");
        //
        } else {
            num2 = 6;
            t1.setText(t1.getText() + "6");
        }
    //end if-else
    }
}: EventHandler<MouseEvent>
~number7EventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        if (t1.getText().isEmpty()) {
            num1 = 7;
            t1.setText(t1.getText() + "7");
        //
        } else {
            num2 = 7;
            t1.setText(t1.getText() + "7");
        }
    //end if-else
    }
}: EventHandler<MouseEvent>
~number8EventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        if (t1.getText().isEmpty()) {
            num1 = 8;
            t1.setText(t1.getText() + "8");
        //
        } else {
            num2 = 8;
            t1.setText(t1.getText() + "8");
        }
    //end if-else
    }
}: EventHandler<MouseEvent>
~number9EventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        if (t1.getText().isEmpty()) {
            num1 = 9;
            t1.setText(t1.getText() + "9");
        //
        } else {
            num2 = 9;
            t1.setText(t1.getText() + "9");
        }
    //end if-else
    }
}: EventHandler<MouseEvent>
~addEventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        t1.setText(t1.getText() + add.getText());
        add1 = true;
        subs1 = false;
        mult1 = false;
        division1 = false;
        equal1 = false;
    }
}: EventHandler<MouseEvent>
~multEventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        t1.setText(t1.getText() + mult.getText());
        mult1 = true;
        subs1 = false;
        division1 = false;
        equal1 = false;
    }
}: EventHandler<MouseEvent>
~subsEventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        t1.setText(t1.getText() + subs.getText());
        subs1 = true;
        mult1 = false;
        division1 = false;
        equal1 = false;
    }
}: EventHandler<MouseEvent>
~divisionEventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        t1.setText(t1.getText() + division.getText());
        division1 = true;
        subs1 = false;
        mult1 = false;
        equal1 = false;
    }
}: EventHandler<MouseEvent>
~clearEventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        t1.setText("");
        add1 = false;
        subs1 = false;
        mult1 = false;
        division1 = false;
        equal1 = false;
    }
}: EventHandler<MouseEvent>
~EqualEventHandler = new EventHandler<MouseEvent>() {

    @Override
    public void handle(MouseEvent e) {
        if (add1 == true) {
            double add = num1 + num2;
            String add1 = String.valueOf(add);
            t1.setText(add1);
        }
        if (subs1 == true) {
            double sub = num1 - num2;
            String sub1 = String.valueOf(sub);
            t1.setText(sub1);
        }
        if (mult1 == true) {
            double mult = num1 * num2;
            String mult1 = String.valueOf(mult);
            t1.setText(mult1);
        }
        if (division1 == true) {
            double div = (num1 / num2);
            String div1 = String.valueOf(div);
            t1.setText(div1);
        }
    }
}: EventHandler<MouseEvent>

+start(Stage primaryStage): void
+main(String[] args): void