package ArvinLabong;

import javax.swing.\*;

public class Binary2Decimal {

public static void main(String[]args) {

String binary\_number;

binaryString =JOptionPane.showInputDialog("Enter a 6-bit binary number");

int

binary=Integer.parseInt(binaryString);

int decimal=0;

int bit;

int i=0;

int power2=1;

int

len=binaryString.length();

while (i<len) {

bit=binary%10;

decimal=decimal+bit\*power2;

binary=binary/10;

power2\*=2;

i++;

bit=binary%10;

decimal=decimal+bit\*power2;

binary=binary/10;

power2\*=4;

i++;

bit=binary%10;

decimal=decimal+bit\*power2;

binary=binary/10;

power2\*=8;

i++;

bit=binary%10;

decimal=decimal+bit\*power2;

binary=binary/10;

power2\*=16;

i++;

bit=binary%10;

decimal=decimal+bit\*power2;

binary=binary/10;

power2\*=32;

i++;

bit=binary%10;

decimal=decimal+bit\*power2;

binary=binary/10;

power2\*=64;

i++;

String

binaryOutput="Binary: " + binaryString;

String decimalOutput="Decimal: " + decimal;

JOptionPane.showMessageDialog(null, binaryOutput + "\n" + decimalOutput,

"Binary to Decimal Conversion"

JOptionPane.INFORMATION\_MESSAGE);

System.exit(0);

}

}

}