Java Swing Example:

Addition of two numbers:

```
package swwing;
import java.awt.event.*;
import javax.swing.*;
public class swngrndm {
public static void main(String[] args) {
  JFrame f=new JFrame("Add Numbers");
  JLabel I1 = new JLabel("First Number");
  l1.setBounds(50,50,100,30);
  JTextField tf1=new JTextField();
  tf1.setBounds(200,50, 150,20);
  JLabel I2 = new JLabel("Second Number");
  l2.setBounds(50,100,100,30);
  JTextField tf2 = new JTextField();
  tf2.setBounds(200, 100, 150, 20);
  JLabel I3 = new JLabel("Result");
  l3.setBounds(50,200,100,30);
  JTextField tf3 = new JTextField();
  tf3.setBounds(200, 200, 150, 20);
  JButton b=new JButton("Add");
  b.setBounds(50,150,95,30);
  b.addActionListener(new ActionListener(){
public void actionPerformed(ActionEvent e){
      String s1 = tf1.getText();
      String s2 = tf2.getText();
      int num1 = Integer.parseInt(s1);
      int num2 = Integer.parseInt(s2);
      int sum = num1+num2;
      String result = String.valueOf(sum);
      tf3.setText(result);
    }
  });
  f.add(b);
  f.add(l1);
  f.add(tf1);
  f.add(I2);
  f.add(tf2);
  f.add(I3);
  f.add(tf3);
  f.setSize(400,400);
  f.setLayout(null);
  f.setVisible(true);
}
```

}

Multiplication of two numbers:

```
package swwing;
import java.awt.event.*;
import javax.swing.*;
public class swngrndm {
public static void main(String[] args) {
  JFrame f=new JFrame("Add Numbers");
  JLabel I1 = new JLabel("First Number");
  l1.setBounds(50,50,100,30);
  JTextField tf1=new JTextField();
  tf1.setBounds(200,50, 150,20);
  JLabel I2 = new JLabel("Second Number");
  I2.setBounds(50,100,100,30);
  JTextField tf2 = new JTextField();
  tf2.setBounds(200, 100, 150, 20);
  JLabel I3 = new JLabel("Result");
  l3.setBounds(50,200,100,30);
  JTextField tf3 = new JTextField();
  tf3.setBounds(200, 200, 150, 20);
  JButton b=new JButton("Multiply");
  b.setBounds(50,150,95,30);
  b.addActionListener(new ActionListener(){
public void actionPerformed(ActionEvent e){
      String s1 = tf1.getText();
      String s2 = tf2.getText();
      int num1 = Integer.parseInt(s1);
      int num2 = Integer.parseInt(s2);
      int mul = num1*num2;
      String result = String.valueOf(mul);
      tf3.setText(result);
    }
  });
  f.add(b);
  f.add(I1);
  f.add(tf1);
  f.add(I2);
  f.add(tf2);
  f.add(I3);
  f.add(tf3);
  f.setSize(400,400);
  f.setLayout(null);
  f.setVisible(true);
}
}
```