**Objective:**

This assignment will give you practice in developing a simple GUI. In Lab 09, we will add code to deal with events.

The programming assignment:

In this assignment you are to use Java GUI widget toolkit to develop a GUI interface for a simple calculator. For now, your code will just produce and display the GUI elements, but will not respond to any events. The GUI should look **closely** like the following.
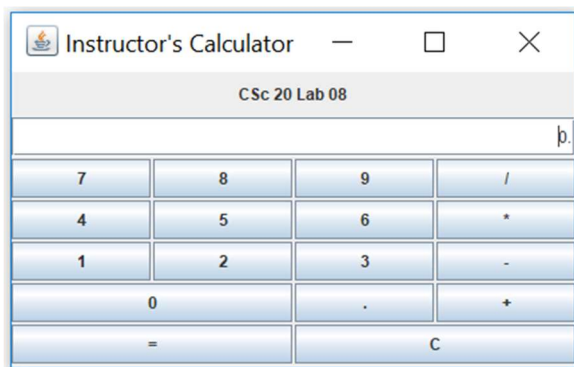
Some programming hints:

1. Use one of the examples in the instructor's power point notes as the base of your program.
2. Obviously, you need a top-level container, JFrame.
3. To help you organize the GUI, you need several secondary containers, JPanel, to group GUI elements together.
4. You need a JTextField and lots of JButtons.