

1. Write an applet program which can perform the arithmetic operations like Sum, Subtract, Multiplication & Division.

```
package myjava;

import java.awt.*;

import java.awt.event.*;

class Calculator implements ActionListener

{

//Declaring Objects

Frame f=new Frame();

Label l1=new Label("First Number");

Label l2=new Label("Second Number");

Label l3=new Label("Result");

TextField t1=new TextField();

TextField t2=new TextField();

TextField t3=new TextField();

Button b1=new Button("Add");

Button b2=new Button("Sub");

Button b3=new Button("Mul");

Button b4=new Button("Div");
```

```
Button b5=new Button("Cancel");

Calculator()

{

//Giving Coordinates

l1.setBounds(50,100,100,20);

l2.setBounds(50,140,100,20);

l3.setBounds(50,180,100,20);

t1.setBounds(200,100,100,20);

t2.setBounds(200,140,100,20);

t3.setBounds(200,180,100,20);

b1.setBounds(50,250,50,20);

b2.setBounds(110,250,50,20);

b3.setBounds(170,250,50,20);

b4.setBounds(230,250,50,20);

b5.setBounds(290,250,50,20);

//Adding components to the frame

f.add(l1);

f.add(l2);

f.add(l3);

f.add(t1);

f.add(t2);
```

```
f.add(t3);

f.add(b1);

f.add(b2);

f.add(b3);

f.add(b4);

f.add(b5);

b1.addActionListener(this);

b2.addActionListener(this);

b3.addActionListener(this);

b4.addActionListener(this);

b5.addActionListener(this);

f.setLayout(null);

f.setVisible(true);

f.setSize(400,350);

}

public void actionPerformed(ActionEvent e)

{

    int n1=Integer.parseInt(t1.getText());

    int n2=Integer.parseInt(t2.getText());

    if(e.getSource()==b1)

    {
```

```
t3.setText(String.valueOf(n1+n2));

}

if(e.getSource()==b2)

{

t3.setText(String.valueOf(n1-n2));

}

if(e.getSource()==b3)

{

t3.setText(String.valueOf(n1*n2));

}

if(e.getSource()==b4)

{

t3.setText(String.valueOf(n1/n2));

}

if(e.getSource()==b5)

{

System.exit(0);

}

}

public static void main(String...s)

{
```

```
new Calculator();
```

```
}
```

```
}
```

