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

```
import java.awt.*;

import java.awt.event.*;

class arith 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");

arith()

{

//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 arith();

}

```

}

OUTPUT:



