Project 10

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By using the swing classes in Java, create a GUI as in the screenshot below. Dimensions of the frame; 250 width and 250 height. When you run the program, the program must look as the figure-1 below. At that time, both plus and minus buttons must be enabled. However, the Calculate button must be disabled (`setEnabled(false)`). Just after one of the operator buttons (plus and minus) is clicked, the Calculate button must be enabled.
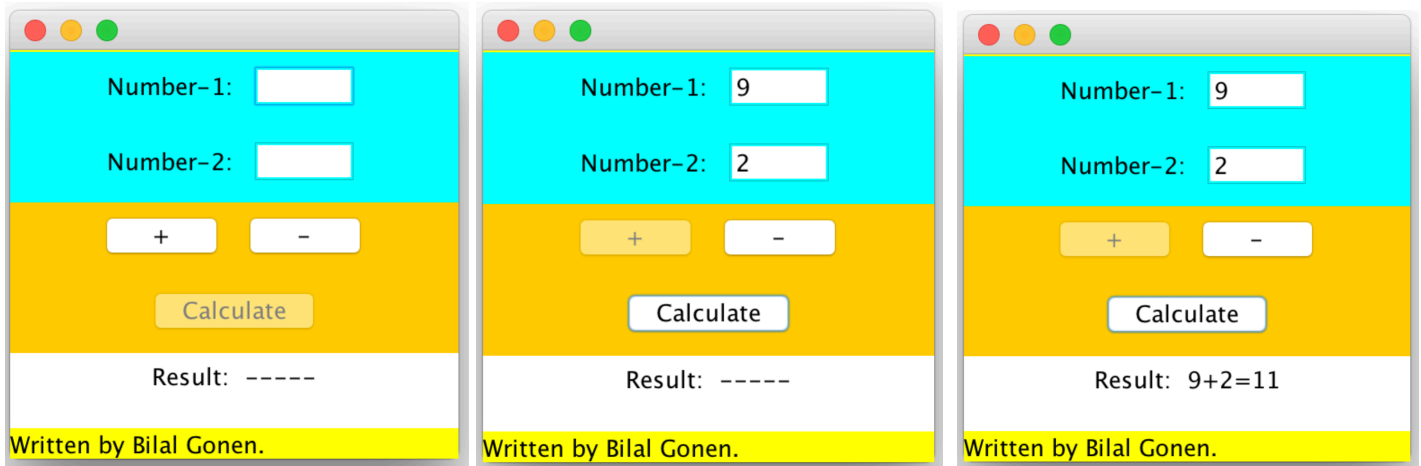When you click on plus button, plus button must be disabled and the minus button must be enabled.
When you click on minus button, minus button must be disabled and the plus button must be enabled.
Just after you click on Calculate button, it must display the result in the format which is in the screenshot.

Submit one screenshot only, that is the figure-3 below. Your screenshot must look the same as the figure-3 below, except your full name at the bottom of frame.

If you submit your project before 6:00 am on Friday morning, then I will grade your project as quickly as I can (hopefully within 24 hours). This way, if you miss a few points, you can correct them and resubmit your project by Sunday deadline. This is extra burden on me (doubling the grading time), but I am okay with that. Because my goal is not to punish you for a few mistakes, but to teach you the material well.

Sample output

Submission

- Submit 2 files (P10.java and 1 screenshot).
- Follow submission instructions in e-learning.