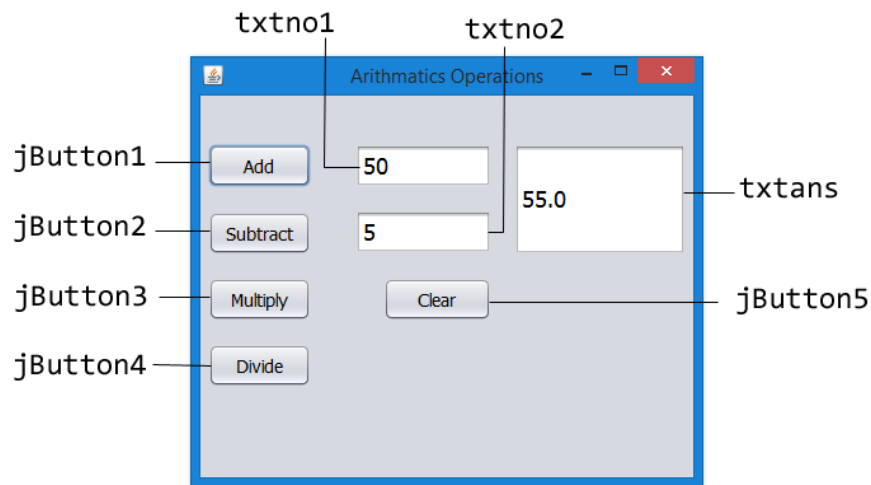## 1.1 Data Form

➢ Create a GUI application that perform arithmetic operations.

➢ Now double click on boundary the push **jButton1 (Add Button)**. The code editor window will get open. In it, simply type the following code.

```
1.        Double no1 = Double.parseDouble(txtno1.getText());

2.        Double no2 = Double.parseDouble(txtno2.getText());

3.        Double add = no1 + no2;

4.        txtans.setText(add + "");
```

➢ Now double click on boundary the push **jButton2 (Subtract Button).** The code editor window will get open. In it, simply type the following code.

```
1.        Double no1 = Double.parseDouble(txtno1.getText());

2.        Double no2 = Double.parseDouble(txtno2.getText());

3.        Double sub = no1 - no2;
```

```
4.          txtans.setText(sub + "");
```

➢ Now double click on boundary the push **jButton3 (Multiply Button).** The code editor window will get open. In it, simply type the following code.

```
1.          Double no1 = Double.parseDouble(txtno1.getText());

2.          Double no2 = Double.parseDouble(txtno2.getText());

3.          Double mul = no1 * no2;

4.          txtans.setText(mul - "");
```

➢ Now double click on boundary the push **jButton4 (Divide Button).** The code editor window will get open. In it, simply type the following code.

```
1.          Double no1 = Double.parseDouble(txtno1.getText());

2.          Double no2 = Double.parseDouble(txtno2.getText());

3.          Double div = no1 / no2;

4.          txtans.setText(div + "");
```