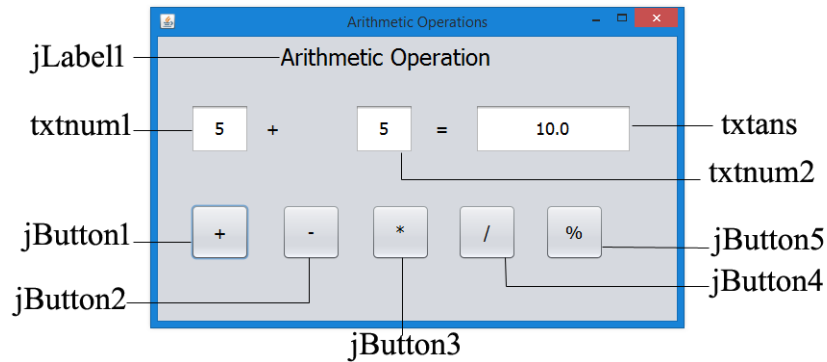


4.3 Learn to Add

- Design an application that gives a demonstration of all arithmetic operators.



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

```
1.      lbloperation.setText("+");
2.      double num1 = Double.parseDouble(txtnum1.getText());
3.      double num2 = Double.parseDouble(txtnum2.getText());
4.      double num3 = num1 + num2;
5.      txtans.setText(""+num3);
```

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

```
1.      lbloperation.setText("-");
2.      double num1 = Double.parseDouble(txtnum1.getText());
3.      double num2 = Double.parseDouble(txtnum2.getText());
4.      double num3 = num1 - num2;
```

```
5.      txtans.setText(""+num3);
```

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

```
1.      lbloperation.setText("*");  
2.      double num1 = Double.parseDouble(txtnum1.getText());  
3.      double num2 = Double.parseDouble(txtnum2.getText());  
4.      double num3 = num1 * num2;  
5.      txtans.setText(""+num3);
```

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

```
1.      lbloperation.setText("/");  
2.      double num1 = Double.parseDouble(txtnum1.getText());  
3.      double num2 = Double.parseDouble(txtnum2.getText());  
4.      double num3 = num1 / num2;  
5.      txtans.setText(""+num3);
```

- Now double click on boundary the push **jButton5** (%) Button). The code editor window will get open. In it, simply type the following code.

```
1.      lbloperation.setText("%");  
2.      double num1 = Double.parseDouble(txtnum1.getText());
```

3. `double num2 = Double.parseDouble(txtnum2.getText());`
4. `double num3 = num1 % num2;`
5. `txtans.setText(""+num3);`