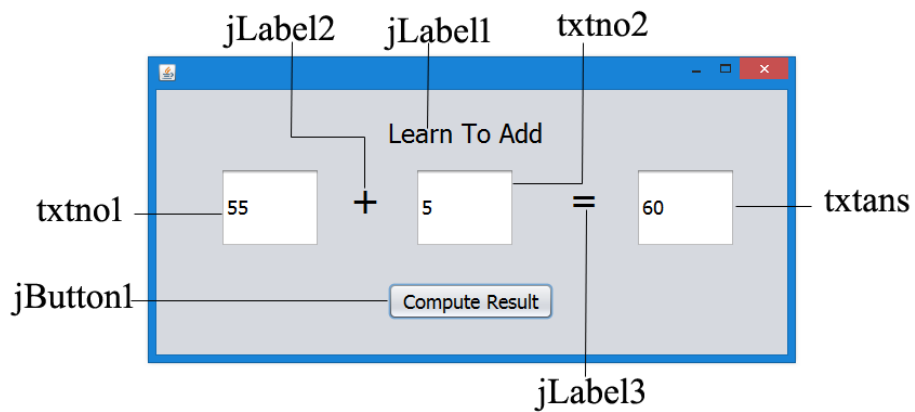### 3.3   Learn to Add

➢ Your Class teacher has asked you to create a GUI application that will help KG students learn addition. The application will have two text field to accept two number and then compute their sum.

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

```
1.        int no1 = Integer.parseInt(txtno1.getText());

2.        int no2 = Integer.parseInt(txtno2.getText());

3.        int ans = no1 + no2;

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