

# JavaFX Calculator

```
import javafx.application.*;
import javafx.scene.*;
import javafx.stage.*;
import javafx.scene.layout.*;
import javafx.scene.control.*;
import javafx.event.*;
import javafx.geometry.*;
import java.util.*;

public class Lab8_Q1 extends Application
{
    private String str;
    private double result;

    private static int Precedence (String s)
    {
        if(s.equals("+") || s.equals("-"))
            return 1;
        else if(s.equals("x") || s.equals("/"))
            return 2;
        else
            return -1;
    }

    private String InfixToPostfix(String str)
    {
        String postfix = new String("");
        Stack<String> stack =new Stack<String>();

        int i = 0;

        for(int j = 0; j < str.length(); j++)
        {
            if(str.charAt(j) == '+' || str.charAt(j) == '-' || str.charAt(j) == 'x' ||
str.charAt(j) == '/')
            {
                postfix += str.substring(i, j) + " ";

                while (!stack.isEmpty() && Precedence(str.charAt(j) + "") <=
Precedence(stack.peek()))
```

```

        postfix += stack.pop() + " ";

        stack.push(str.charAt(j) + "");

        i = j + 1;
    }
    else if(j == (str.length()-1))
    {
        postfix += str.substring(i, j+1) + " ";
    }
}

while (!stack.isEmpty())
{
    postfix += stack.pop() + " ";
}

return postfix;
}

private double EvaluatePostfix(String str)
{
    result = 0.0;
    Stack<Double> stack = new Stack<Double>();

    for(int i = 0; i < str.length(); i++)
    {
        char ch = str.charAt(i);

        if(Character.isDigit(ch))
        {
            int j = i;
            for(; j < str.length(); j++)
            {
                if(str.charAt(j) == ' ')
                    break;
            }

            stack.push(Double.parseDouble(str.substring(i, j)));
            ch = str.charAt(j);
            i = j;
        }
        else if(ch != ' ')

```

```

    {
        double num1 = stack.pop();
        double num2 = stack.pop();

        if(ch == '+')
            stack.push(num2 + num1);
        else if(ch == '-')
            stack.push(num2 - num1);
        else if(ch == 'x')
            stack.push(num2 * num1);
        else if(ch == '/')
        {
            try
            {
                stack.push(num2 / num1);
            }
            catch(ArithmeticException ae)
            {
                System.out.println("Exception caught:" + ae.getMessage());
                ae.printStackTrace();
            }
            catch(Exception e)
            {
                System.out.println("Exception caught:" + e.getMessage());
                e.printStackTrace();
            }
        }
    }
}
result = (stack.pop()).doubleValue();
return result;
}

public void start(Stage myStage)
{
    myStage.setTitle("JavaFX Calculator");

    TextField text = new TextField();
    text.setPrefColumnCount(22);
    text.setEditable(false);

    str = "";

```

```
Button b1 = new Button(" 7 ");

b1.setOnAction(new EventHandler<ActionEvent>()
{
    public void handle(ActionEvent ae)
    {
        if((text.getText()).equals(""))
            str = "";

        str = str + "7";
        text.setText(str);

    }
});
```

```
Button b2 = new Button(" 8 ");
b2.setOnAction(new EventHandler<ActionEvent>()
{
    public void handle(ActionEvent ae)
    {
        if((text.getText()).equals(""))
            str = "";

        str = str + "8";
        text.setText(str);

    }
});
```

```
Button b3 = new Button(" 9 ");
b3.setOnAction(new EventHandler<ActionEvent>()
{
    public void handle(ActionEvent ae)
    {
        if((text.getText()).equals(""))
            str = "";

        str = str + "9";
        text.setText(str);

    }
});
```

```
Button b4 = new Button(" + ");
b4.setOnAction(new EventHandler<ActionEvent>()
```

```

{
    public void handle(ActionEvent ae)
    {
        if((text.getText()).equals(""))
            text.setText("Error");
        else
        {
            str = str + "+";
            text.setText(str);
        }
    }
});

```

```

Button b5 = new Button("    4    ");
b5.setOnAction(new EventHandler<ActionEvent>()
{
    public void handle(ActionEvent ae)
    {
        if((text.getText()).equals(""))
            str = "";

        str = str + "4";
        text.setText(str);
    }
});

```

```

Button b6 = new Button("    5    ");
b6.setOnAction(new EventHandler<ActionEvent>()
{
    public void handle(ActionEvent ae)
    {
        if((text.getText()).equals(""))
            str = "";

        str = str + "5";
        text.setText(str);
    }
});

```

```

Button b7 = new Button("    6    ");
b7.setOnAction(new EventHandler<ActionEvent>()
{
    public void handle(ActionEvent ae)

```

```

        {
            if((text.getText()).equals(""))
                str = "";

            str = str + "6";
            text.setText(str);
        }
    });

    Button b8 = new Button("    -    ");
    b8.setOnAction(new EventHandler<ActionEvent>()
    {
        public void handle(ActionEvent ae)
        {
            if((text.getText()).equals(""))
                text.setText("Error");
            else
            {
                str = str + "-";
                text.setText(str);
            }
        }
    });

    Button b9 = new Button("    1    ");
    b9.setOnAction(new EventHandler<ActionEvent>()
    {
        public void handle(ActionEvent ae)
        {
            if((text.getText()).equals(""))
                str = "";

            str = str + "1";
            text.setText(str);
        }
    });

    Button b10 = new Button("    2    ");
    b10.setOnAction(new EventHandler<ActionEvent>()
    {
        public void handle(ActionEvent ae)
        {
            if((text.getText()).equals(""))

```

```

        str = "";

        str = str + "2";
        text.setText(str);
    }
});

Button b11 = new Button(" 3 ");
b11.setOnAction(new EventHandler<ActionEvent>()
{
    public void handle(ActionEvent ae)
    {
        if((text.getText()).equals(""))
            str = "";

        str = str + "3";
        text.setText(str);
    }
});

Button b12 = new Button(" x ");
b12.setOnAction(new EventHandler<ActionEvent>()
{
    public void handle(ActionEvent ae)
    {
        if((text.getText()).equals(""))
            text.setText("Error");
        else
        {
            str = str + "x";
            text.setText(str);
        }
    }
});

Button b13 = new Button(" C ");
b13.setOnAction(new EventHandler<ActionEvent>()
{
    public void handle(ActionEvent ae)
    {
        text.setText("");
        str = "";
        result = 0.0;
    }
});

```

```
    }  
});
```

```
Button b14 = new Button(" 0 ");  
b14.setOnAction(new EventHandler<ActionEvent>()  
{  
    public void handle(ActionEvent ae)  
    {  
        if((text.getText()).equals(""))  
            str = "";  
  
        str = str + "0";  
        text.setText(str);  
    }  
});
```

```
Button b15 = new Button(" = ");  
b15.setOnAction(new EventHandler<ActionEvent>()  
{  
    public void handle(ActionEvent ae)  
    {  
        if((text.getText()).equals(""))  
            text.setText("Error");  
        else  
            text.setText(EvaluatePostfix(InfixToPostfix(str)) + "");  
    }  
});
```

```
Button b16 = new Button(" / ");  
b16.setOnAction(new EventHandler<ActionEvent>()  
{  
    public void handle(ActionEvent ae)  
    {  
        if((text.getText()).equals(""))  
            text.setText("Error");  
        else  
        {  
            str = str + "/";  
            text.setText(str);  
        }  
    }  
});
```



```

FlowPane rootNode = new FlowPane(5, 7);
rootNode.setAlignment(Pos.CENTER);
rootNode.setPadding(new Insets(10, 10, 10, 10));

Scene myScene = new Scene(rootNode, 285, 180);
myStage.setScene(myScene);

rootNode.getChildren().add(text);
rootNode.getChildren().addAll(b1, b2, b3, b4, b5, b6, b7, b8, b9, b10, b11,
b12, b13, b14, b15, b16);
myStage.show();
}

public static void main(String[] args)
{
    launch(args);
}
}

```

## Output:





