

Roll No.  
Name of the Student:  
Batch:  
Date of Submission:

## ASSIGNMENT NO: 8

### Aim

Develop a simple calculator using Swings

### Problem Statement

Write a Java program to create a simple calculator with the help of java swing

### Objectives:

1. To understand concept of AWT and Java swings
2. To explore Java Swing containers

### Theory:

Explain following concepts with their syntax and appropriate example in Java

- Java Swing containers
- Container classes of Java Swing with examples
- Swing components including buttons, checkboxes, sliders, and list boxes, etc.
- Heavyweight Components and Lightweight Components
- What is Double Buffering?
- Difference between applet and Swing

### Platform:

- Windows / 64-bit Open source Linux or its derivatives.
- Eclipse IDE with Java

### Input:

Students should write input provided

### Output:

Students should write output obtained

**Conclusion:**

Thus, implemented simple calculator with the help of java swing and performed various operations.

**FAQs:**

1. What are the methods of component class in Java Swing?
2. How many ways to create a frame in Java Swing? Explain with examples
3. What are the methods of JLabel class in Java Swing?
4. What are the methods of AbstractButton class in Java Swing?
5. Write a simple Java Swing program of displaying image on the button?

**\*Attach copy of Implemented Java Code along with output.**