## Code:

```
import java.awt.event.*;
import javax.swing.*;
import java.awt.*;
class calculator extends JFrame implements ActionListener {
      static JFrame f;
      static JTextField 1;
      String s0, s1, s2;
      calculator()
            s0 = s1 = s2 = "";
      // main function
      public static void main(String args[])
            // create a frame
            f = new JFrame("calculator");
            try {
      UIManager.setLookAndFeel(UIManager.getSystemLookAndFeelClassName());
            catch (Exception e) {
                  System.err.println(e.getMessage());
            calculator c = new calculator();
            1 = new JTextField(16);
            1.setEditable(false);
            JButton b0, b1, b2, b3, b4, b5, b6, b7, b8, b9, ba, bs, bd, bm,
be, beq, beq1;
            b0 = new JButton("0");
            b1 = new JButton("1");
            b2 = new JButton("2");
            b3 = new JButton("3");
            b4 = new JButton("4");
            b5 = new JButton("5");
            b6 = new JButton("6");
            b7 = new JButton("7");
            b8 = new JButton("8");
            b9 = new JButton("9");
            beq1 = new JButton("=");
            ba = new JButton("+");
            bs = new JButton("-");
            bd = new JButton("/");
            bm = new JButton("*");
            beq = new JButton("C");
            be = new JButton(".");
            JPanel p = new JPanel();
```

```
bd.addActionListener(c);
            bs.addActionListener(c);
            ba.addActionListener(c);
            b9.addActionListener(c);
            b8.addActionListener(c);
            b7.addActionListener(c);
            b6.addActionListener(c);
            b5.addActionListener(c);
            b4.addActionListener(c);
            b3.addActionListener(c);
            b2.addActionListener(c);
            b1.addActionListener(c);
            b0.addActionListener(c);
            be.addActionListener(c);
            beq.addActionListener(c);
            beq1.addActionListener(c);
            p.add(1);
            p.add(ba);
            p.add(b1);
            p.add(b2);
            p.add(b3);
            p.add(bs);
            p.add(b4);
            p.add(b5);
            p.add(b6);
            p.add(bm);
            p.add(b7);
            p.add(b8);
            p.add(b9);
            p.add(bd);
            p.add(be);
            p.add(b0);
            p.add(beg);
            p.add(beq1);
            p.setBackground(Color.blue);
            f.add(p);
            f.setSize(200, 220);
            <u>f</u>.<u>show()</u>;
      public void actionPerformed(ActionEvent e)
            String s = e.getActionCommand();
            if ((s.charAt(0) >= '0' && s.charAt(0) <= '9') || s.charAt(0)</pre>
== '.') {
                   if (!s1.equals(""))
                         s2 = s2 + s;
                   else
                         s0 = s0 + s;
                   1.setText(s0 + s1 + s2);
            else if (s.charAt(0) == 'C') {
                  s0 = s1 = s2 = "";
                   1.setText(s0 + s1 + s2);
            }
```

bm.addActionListener(c);

```
else if (s.charAt(0) == '=') {
                  double te;
                  if (s1.equals("+"))
                        te = (Double.parseDouble(s0) +
Double.parseDouble(s2));
                  else if (s1.equals("-"))
                       te = (Double.parseDouble(s0) -
Double.parseDouble(s2));
                  else if (s1.equals("/"))
                        te = (Double.parseDouble(s0) /
Double.parseDouble(s2));
                  else
                        te = (Double.parseDouble(s0) *
Double.parseDouble(s2));
                  1.setText(s0 + s1 + s2 + "=" + te);
                  s0 = Double.toString(te);
                  s1 = s2 = "";
            else {
                  if (s1.equals("") || s2.equals(""))
                        s1 = s;
                  else {
                        double te;
                        if (s1.equals("+"))
                              te = (Double.parseDouble(s0) +
Double.parseDouble(s2));
                        else if (s1.equals("-"))
                              te = (Double.parseDouble(s0) -
Double.parseDouble(s2));
                        else if (s1.equals("/"))
                              te = (Double.parseDouble(s0) /
Double.parseDouble(s2));
                        else
                              te = (Double.parseDouble(s0) *
Double.parseDouble(s2));
                        s0 = Double.toString(te);
                        s1 = s;
                        s2 = "";
                  1.setText(s0 + s1 + s2);
            }
     }
}
```

## Output:

