Java Programming
GUI

Bauhaus-Universität Weimar

29. März 2019

Task 1

Take a closer look on `Example.java`.

Create a new class `Calculator.java`. Implement a calculator including a User Interface.

The calculator should have a little input field. It should also be capable of doing addition, subtraction, multiplication and division.

Additionally, a *Clear*-button should clear the user input so that new expressions can be entered.

Feel free to include more functionalities. There are plenty of helpful tutorials online. You can look here or here.