1 **import** javax.swing.\*;

2 **import** java.awt.\*;

3

4 **public class** AddingMachineV2

5 {

6 **public static void main**(String[] args)

7 {

8 AddingMachineGUIV2 calculator = **new** AddingMachineGUIV2("Calculator");

9 calculator.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

10 calculator.setVisible(true);

11 }

12 }

**Figure 11.21 The application AddingMachineV2.**