

Sumedh ahire
FYMCA-B 03
BATCH 1
ASSIGNMENT 8

CODE:

```
import java.awt.*;

import java.awt.event.*;

import java.applet.*;

/*

*/

*/public class Applet6 extends Applet implements ActionListener

{

Label label1, label2, label3;

TextField tf1, tf2, tf3;

Button b1, b2, b3, b4;

String whichButtonClk; //This String object will tells us which button is
pressedpublic void init()

{

System.out.println("Initializing an applet");

label1 = new Label("Number1");

tf1= new TextField(10);

label2 = new Label("Number2");

tf2= new TextField(10);

b1 = new Button("Add");

b2= new Button("Subtract");

b3 = new Button("Multiply");

b4= new Button("Divide");

add(label1);

add(tf1);

add(label2);
```

```
add(tf2);
```

```
add(b1);
```

```
add(b2);
```

```
add(b3);
```

```
add(b4);
```

```
tf1.addActionListener(this); //Applet5 class registering to listen to first textfield  
event
```

```
tf2.addActionListener(this); //Applet5 class registering to listen to second textfield  
event
```

```
b1.addActionListener(this); //Applet5 class registering to listen to first button  
event
```

```
b2.addActionListener(this); //Applet5 class registering to listen to second button  
event
```

```
b3.addActionListener(this); //Applet5 class registering to listen to third button  
event
```

```
b4.addActionListener(this); //Applet5 class registering to listen to fourth button  
event
```

```
}
```

```
public void actionPerformed(ActionEvent ae)
```

```
{
```

```
if(ae.getActionCommand().equals("Add") || ae.getActionCommand().equals("Subtract")  
||ae.getActionCommand().equals("Multiply") ||ae.getActionCommand().equals("Divide"))//  
checking if an event of clicking the add/subtract/multiply/divide button is generated
```

```
{
```

```
whichButtonClk=ae.getActionCommand(); //initializing whichButtonClk to a String value  
of Button which is clicked
```

```
repaint();
```

```
}
```

```
}
```

```
public void paint(Graphics g)
```

```
{
```

```
g.drawString("Please enter two numbers to perform math operations", 10,130);
```

```

if(tf1.getText().equals("") && tf2.getText().equals("")) //if the add button is clicked
when textfields are empty

{

}

else

{

    Integer i1= new Integer(tf1.getText());

    Integer i2= new Integer(tf2.getText());

    int sum = i1+i2;

    int subtract=i1-i2;

    int multiply=i1*i2;

    float divide=(float)i1/(float)i2; //Casting int to float, to get precise division
of two values in floatif(whichButtonClk.equals("Add"))

        g.drawString("Your sum is "+ sum, 10,190);

    if(whichButtonClk.equals("Subtract"))

        g.drawString("Your subtract is "+ subtract, 10,190);

    if(whichButtonClk.equals("Multiply"))

        g.drawString("Your multiply is "+ multiply, 10,190);

    if(whichButtonClk.equals("Divide"))

        g.drawString("Your divide is "+ divide, 10,190);

}

}
}

```

OUTPUT:



