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**Class – FYMCA**

**Division – A, Batch- A1**

**Roll No- 07**

**Subject – Object Oriented Programming.**

**Assignment No – 8**

**Assignment Title -** Create an applet with three text Fields and four buttons add, subtract, multiply and divide. User will enter two values in the Text Fields. When any button is pressed, the corresponding operation is performed and the result is displayed in the third Text Fields.

**Input –**

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

**import java.awt.event.\*;**

**import java.applet.\*;**

**/\* <applet code="cal" width="800" height="300">**

**</applet>\*/**

**public class cal extends Applet implements ActionListener {**

**TextField t1, t2, t3;**

**Button b1, b2, b3, b4;**

**Label l1, l2, l3;**

**public void init() {**

**l1 = new Label("First Number");**

**add(l1);**

**t1 = new TextField(15);**

**add(t1);**

**l2 = new Label("Second**

**Number"); add(l2);**

**t2 = new TextField(15);**

**add(t2);**

**l3 = new Label("Result");**

**add(l3);**

**t3 = new TextField(15);**

**add(t3);**

**b1 = new Button("ADD");**

**add(b1);**

**b1.addActionListener(this);**

**b2 = new Button("SUB");**

**add(b2);**

**b2.addActionListener(this);**

**b3 = new Button("MULT");**

**add(b3);**

**b3.addActionListener(this);**

**b4 = new Button("DIV");**

**add(b4);**

**b4.addActionListener(this);**

**}**

**public void actionPerformed(ActionEvent e) {**

**if (e.getSource() == b1) {**

**int x =**

**Integer.parseInt(t1.getText()); int**

**y =**

**Integer.parseInt(t2.getText()); int**

**sum = x + y;**

**t3.setText(" " + sum);**

**}**

**if (e.getSource() == b2) {**

**int x =**

**Integer.parseInt(t1.getText()); int**

**y =**

**Integer.parseInt(t2.getText()); int**

**sub = x - y;**

**t3.setText(" " + sub);**

**}**

**if (e.getSource() == b3) {**

**int x =**

**Integer.parseInt(t1.getText()); int**

**y =**

**Integer.parseInt(t2.getText()); int**

**mul = x \* y;**

**t3.setText(" " + mul);**

**}**

**if (e.getSource() == b4) {**

**int x =**

**Integer.parseInt(t1.getText()); int**

**y =**

**Integer.parseInt(t2.getText()); int**

**div = x / y;**

**t3.setText(" " + div);**

**}**

**showStatus(" text & button example");**

**repaint();**

**}**

**}**

**OUTPUT –**

****