Code:

Input.java

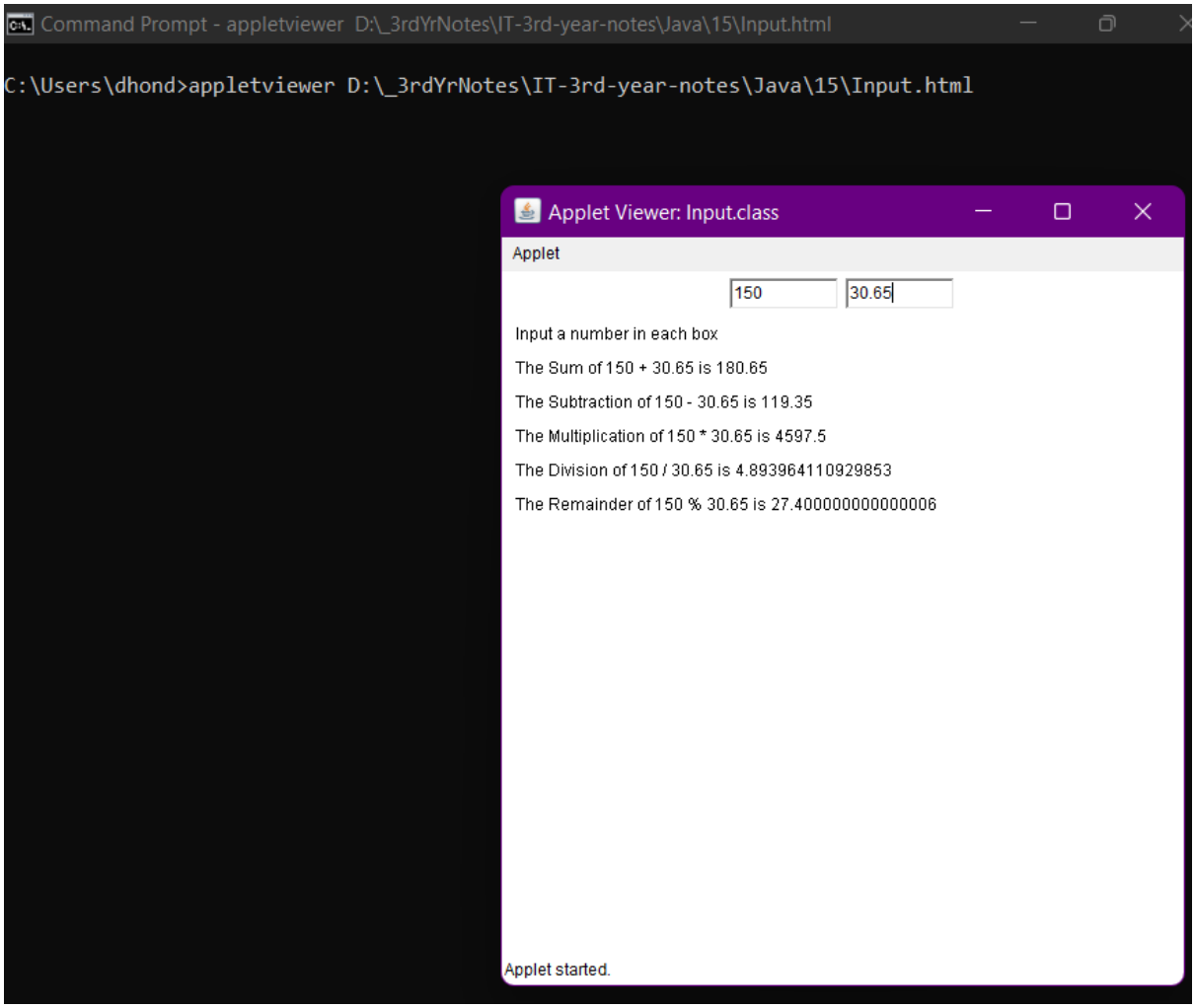
```
import java.awt.*;
import java.applet.*;

/*<applet code="Input.class" height="500" width="500">*/

public class Input extends Applet{
  TextField text1, text2;

  public void init(){
    text1 = new TextField(8);
    text2 = new TextField(8);
    add(text1);
    add(text2);
    text1.setText("0");
    text2.setText("0");
  }

  public void paint(Graphics g){
    double x = 0;
    double y = 0;
    double sum = 0, mul=0, div = 0, remainder = 0, sub = 0;
    String s1="",s2="",s3="";

    g.drawString("Input a number in each box",10,50);
    try{
      s1 = text1.getText();
      x = Double.parseDouble(s1);
      s2 = text2.getText();
      y = Double.parseDouble(s2);
    }catch(Exception e){
      System.out.println("Exception Occured : " + e);
    }finally{
    sum = x + y;
    sub = x - y;
    mul = x * y;
    div = x / y;
    remainder = x % y;

    s3 = String.valueOf(sum);
    String temp = "The Sum of " + s1 + " + " + s2 + " is " + s3;
    g.drawString(temp,10,75);
    temp = "The Subtraction of " + s1 + " - " + s2 + " is " +
String.valueOf(sub);
```

```
    g.drawString(temp,10,100);
    temp = "The Multiplication of " + s1 + " * " + s2 + " is " +
String.valueOf(mul);
    g.drawString(temp,10,125);
    temp = "The Division of " + s1 + " / " + s2 + " is " +
String.valueOf(div);
    g.drawString(temp,10,150);
    temp = "The Remainder of " + s1 + " % " + s2 + " is " +
String.valueOf(remainder);
    g.drawString(temp,10,175);
    }

  }

  public boolean action(Event event, Object object){
    repaint();
    return true;
  }

}
```

Input.html

```
<html>
<applet code="Input.class" height="500" width="500"> </applet>
</html>
```

Output:



Applet To Add Two Numbers