```
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;
public class SimpleCalculator extends JFrame implements ActionListener {
  private JButton[] numberButtons;
  private JButton[] operationButtons;
  private JButton equalsButton;
  private JButton clearButton;
  private JTextField textField;
  private JButton decimalButton;
  private double num1, num2, result;
  private char operator;
  public SimpleCalculator() {
     setTitle("Simple Calculator");
    setSize(300, 400);
     setDefaultCloseOperation(JFrame.EXIT ON CLOSE);
     setLocationRelativeTo(null);
     setLayout(new BorderLayout());
     textField = new JTextField();
    add(textFie d, BorderLayout.NORTH);
    textField.setPreferredSize(new Dimension(300, 50));
```

```
JPanel buttonPanel = new JPanel();
buttonPanel.setLayout(new GridLayout(5, 4));
numberButtons = new JButton[10];
for (int i = 0; i < 10; i++) {
  numberButtons[i] = new JButton(String.valueOf(i));
  numberButtons[i].addActionListener(this);
  buttonPanel.add(numberButtons[i]);
}
operationButtons = new JButton[4];
operationButtons[0] = new JButton("+");
operationButtons[1] = new JButton("-");
operationButtons[2] = new JButton("*");
operationButtons[3] = new JButton("/");
for (int i = 0; i < 4; i++) {
  operationButtons[i].addActionListener(this);
  buttonPanel.add(operationButtons[i]);
equalsButton = new JButton("=");
equalsButton.addActionListener(this);
buttonPanel.add(equalsButton);
clearButton = new JButton("C");
```

```
clearButton.addActionListener(this);
  buttonPane .add(clearButton);
  decimalButton = new JButton(".");
  decimalButton.addActionListener(this);
  buttonPanel.add(decimalButton);
  add(buttonPanel, BorderLayout.CENTER);
public void actionPerformed(ActionEvent e) {
  String command = e.getActionCommand();
  if (Character.isDigit(command.charAt(0)) || command.charAt(0) == '.') {
    textField.setText(textField.getText() + command);
  \} else if (command.charAt(0) == 'C') {
    textField.setText("");
    num1 = num2 = result = 0;
    operator = ' ';
  } else if (command.charAt(0) == '=') {
    num2 = Double.parseDouble(textField.getText());
    switch (operator) {
       case '+':
         result = num1 + num2;
         break;
       case '-':
         result = num1 - num2;
         break;
       case '*':
         result = num1 * num2;
         break;
```