```
import java.awt.*;
     import java.awt.event.*;
3
4
   public class ArithOp extends Frame implements ActionListener {
5
            TextField f1, f2, f3, f4;
 6
             Label 1f1, 1f2, 1f3, 1f4;
 7
             Button b;
 9
             public Arithop() {
 10
                   setLayout(new FlowLayout());
                    Label lf1 = new Label ("FIELD 1", Label.RIGHT);
Label lf2 = new Label ("FIELD 2", Label.RIGHT);
Label lf3 = new Label ("OPERATION", Label.RIGHT);
Label lf4 = new Label ("RESULT", Label.RIGHT);
   15
16
17
18
19
20
21
22
                     f1 = new TextField(12);
                     f2 = new TextField(12);
                     f3 = new TextField(12);
                     f4 = new TextField(12);
                     b = new Button ("PERFORM");
                     add(lf1);
                      add(f1);
                      add (1f2);
                      add(f2);
                      add(1f3);
                       add(f3);
                       add(b);
                       add(lf4);
```

```
add (1f4);
              add (f4);
              b.addActionListener(this);
31
              addWindowListener (new WindowAdapter1());
33
          3
34
          public void actionPerformed (ActionEvent ae) {
 36
               if (ae.getSource() == b) {
                    int num1 = Integer.parseInt(f1.getText());
                    int num2 = Integer.parseInt(f2.getText());
                    int num3 = 0;
                    String op = f3.getText();
                    switch (op) {
                        case "+": num3 = num1+num2;
                        break;
                        case "-": num3 = num1-num2;
                        break;
                         case "*": num3 = num1 * num2;
                         break;
                         case : num3 = num1 / num2;
                        antmost /otherna eralinof (numal).
```

```
case "*": num3 = num1 * num2;
break;

case "/": num3 = num1 / num2;

f4.setText(String.valueOf(num3));

f4.setText(String args[]) {
    Arithop cp = new Arithop();
    cp.setSize(new Dimension(400, 400));
    cp.setTitle("PERFORM");
    cp.setVisible(true);
}

class WindowAdapter1 extends WindowAdapter {
    public void windowClosing(WindowEvent we) {
        System.exit(0);
    }
}
```

	C:\Users\Surendra\Desktop>javac Arithop.java C:\Users\Surendra\Desktop>java ArithOp							
N.	4,		PERFORM		-	×		
		FIELD 1 10 OPERATION *	50	FIELD 2 5	RM F	RESULT		

