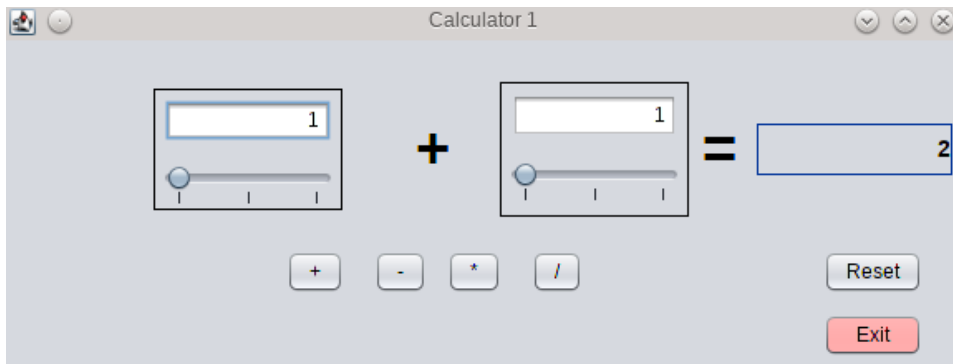


OOP - Exercises - April 9, 2015

In this exercise you are going to create a calculator application using Java Swing. You have to use the Calculator Model given below without modifying it. All the calculator logic (just simple arithmetic in this case) is implemented in this class. You may or may not use Netbeans IDE.

I have also provided a jar file of the application, which you can run by executing *java -jar calcView1.jar*



Input values are set using the slider - only integers from 1 to 100 can be set. Answers are doubles with 4 decimal places.

```
public class myCalculator {
    // Adds input1 and input2
    public double doAddition(double x, double y)
    {
        return (x+y);
    }
    // Subtracts input2 from input1.
    public double doSubtraction(double x, double y)
    {
        return x-y;
    }
    // Multiplies input1 with input2
    public double doMultiplication(double x, double y)
    {
        return x*y;
    }
    // Divides input1 by input2
    public double doDivision(double x, double y)
    {
        if (y==0.0){
            throw new ArithmeticException();
        }
        return x/y;
    }
}
```

NOTE:

If you want to programmatically trigger a button's click action, you can call the *doClick()* method on the JButton object.