**Practical no.-**3

**Title:** Write a program to design simple calculator with the use of Grid Layout

**Roll No.:**15 **Batch-** A **Date of Performance:** 07/08/2023

**Code-**

package pract3;

import java.awt.\*;

public class Calculator extends Frame{

public Calculator() {

setSize(500,400);

setVisible(true);

GridLayout g1=new GridLayout(2,1,5,5);

GridLayout g2=new GridLayout(4,5,5,5);

setLayout(g1);

Panel p=new Panel();

p.setLayout(g2);

Panel p1=new Panel();

p1.setLayout(g2);

TextField t1=new TextField();

add(t1);

add(p);

Button b1=new Button("7");

Button b2=new Button("8");

Button b3=new Button("9");

Button b111=new Button("DEL");

Button b112=new Button("AC");

Button b4=new Button("4");

Button b5=new Button("5");

Button b6=new Button("6");

Button b221=new Button("\*");

Button b222=new Button("/");

Button b7=new Button("1");

Button b8=new Button("2");

Button b9=new Button("3");

Button b331=new Button("+");

Button b332=new Button("-");

Button b10=new Button("0");

Button b11=new Button(".");

Button b12=new Button("EXP");

Button b441=new Button("Ans");

Button b442=new Button("=");

p1.add(b1);

p1.add(b2);

p1.add(b3);

p1.add(b111);

p1.add(b112);

p1.add(b4);

p1.add(b5);

p1.add(b6);

p1.add(b221);

p1.add(b222);

p1.add(b7);

p1.add(b8);

p1.add(b9);

p1.add(b331);

p1.add(b332);

p1.add(b10);

p1.add(b11);

p1.add(b12);

p1.add(b441);

p1.add(b442);

add(p1);

}

public static void main(String[] args) {

Calculator cl=new Calculator();

}

}

**Output-**

