### Aim

Implement a simple calculator using AWT components.

**Procedure**

import java.awt.\*;

import java.awt.event.\*;

public class Calculator implements ActionListener

{

Frame f=new Frame();

Label l1=new Label("First Number");

Label l2=new Label("Second Number");

Label l3=new Label("Result");

TextField t1=new TextField();

TextField t2=new TextField();

TextField t3=new TextField();

Button b1=new Button("Add");

Button b2=new Button("Sub");

Button b3=new Button("Mul");

Button b4=new Button("Div");

Button b5=new Button("Cancel");

Calculator()

{

l1.setBounds(50,100,100,20); l2.setBounds(50,140,100,20); l3.setBounds(50,180,100,20); t1.setBounds(200,100,100,20); t2.setBounds(200,140,100,20); t3.setBounds(200,180,100,20); b1.setBounds(50,250,50,20); b2.setBounds(110,250,50,20); b3.setBounds(170,250,50,20); b4.setBounds(230,250,50,20); b5.setBounds(290,250,50,20);

f.add(l1);

f.add(l2);

f.add(l3);

f.add(t1);

f.add(t2);

f.add(t3);

f.add(b1);

f.add(b2);

f.add(b3);

f.add(b4);

f.add(b5); b1.addActionListener(this); b2.addActionListener(this); b3.addActionListener(this); b4.addActionListener(this); b5.addActionListener(this); f.setLayout(null);

f.setVisible(true);

f.setSize(400,350); }

public void actionPerformed(ActionEvent e)

{ int n1=Integer.parseInt(t1.getText()); int n2=Integer.parseInt(t2.getText()); if(e.getSource()==b1)

{

t3.setText(String.valueOf(n1+n2));

}

if(e.getSource()==b2)

{

t3.setText(String.valueOf(n1-n2));

}

if(e.getSource()==b3)

{ t3.setText(String.valueOf(n1\*n2));

}

if(e.getSource()==b4)

{

t3.setText(String.valueOf(n1/n2));

}

if(e.getSource()==b5) {

System.exit(0);

} }

public static void main(String...s)

{

new Calculator();

}

}

### Output Screenshot

