

/The **project03** package takes user input from three separate fields of entry in a calculator. The entries are parsed into double and then put through the monthly payment equation which is then used to get the total payment when the Calculate button is clicked. The monthly payment is displayed in the monthly field in the calculator. The total payment is displayed in the total payment field. To do this **javax.swing.JFrame** is used to create the Graphical User Interface (GUI) of the calculator.

```
//The swing properties are used to create the text fields, labels and button for the calculator
javax.swing.JTextField();
javax.swing.JLabel();
javax.swing.JButton();
```

```
//The text fields, labels, and buttons are set
setText();
//The text fields, labels, and buttons are re-sized
setMaximumSize();
setMinimumSize();
```

```
//The action of the calculate button is performed using the following, java.awt.event.ActionEvent evt.
The getText() is used to get the user entry from the text fields for each designated integer.
//The entries are parsed for double, Double.parseDouble(TextField.getText())
```

```
//The entries are assigned to variables so they can be effectively used in the monthly payment
equation. The (double)Math.pow( ); function is used to get the exponent value in the equation
```

```
//The import java.text.DecimalFormat; tool is used to display the monthly and total payment value up
to two decimal places.
```

```
//the main() methods is implemented as public and begins execution
//it is static so we do not have to instantiate a particular instance of the class
//it is void so that the program knows that main() does not return a value
//String stores character strings
//args is the parameter indicating an array of instances of the class string since we will be using
multiple variables
public static void main(String[ ] args)
```

```
//Here the form is created and displayed using new Runnable() and setVisible(true) instantiating the
class that holds the components and functions of the Calculator GUI;
```

```
//These class, methods, and class relationships will make it possible to create and display the simple
calculator that can sum two integers.
```