8. Use the proper GUI layout manager(s) and nested layout manager(s), as required, to code a window displaying a simple calculator, as shown in Figure 16.19.

Figure 16.19 The GUI layout for Exercise 8

9. Use **GridBagLayout** and any other layout managers, as required, to code the window shown in Figure 16.20 to simulate customer payments. Your code must contain all required event handling. If a customer selects credit card payment, the display will show a list of acceptable credit cards. A text field for entering a valid credit card number must be provided. Pull down lists, as shown in the figure, for setting the credit card expiration date are required. After the user presses the **Accept** button, the program will use method **JOptionPane.showMessageDialog()** to display the entered information. If the user opts to pay using cash, the program will display the associated cash payment information after the **Accept** button is clicked. Write the driver code to test your modified code. Save all files.