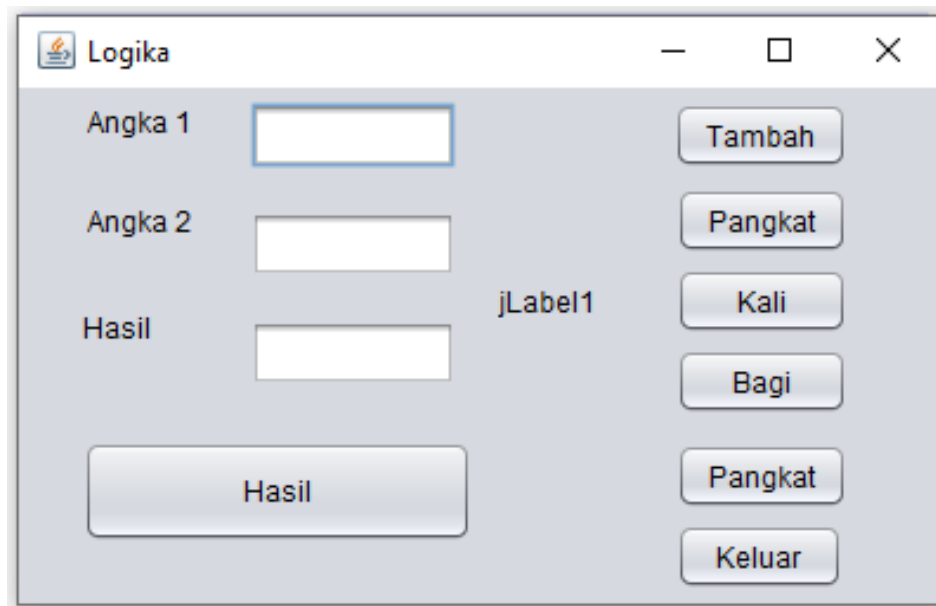


Buatlah Program Sebagai Berikut

```
private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    Double hasilTambah = (Double.parseDouble(angka1TF.getText()))+(Double.parseDouble(angka2TF.getText()));  
    HasilTF.setText(Double.toString(hasilTambah));  
}  
  
private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    Double hasilKali = (Double.parseDouble(angka1TF.getText()))*(Double.parseDouble(angka2TF.getText()));  
    HasilTF.setText(Double.toString(hasilKali));  
}  
  
private void jButton3ActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    Double hasilKurang = (Double.parseDouble(angka1TF.getText()))-(Double.parseDouble(angka2TF.getText()));  
    HasilTF.setText(Double.toString(hasilKurang));  
}  
  
private void jButton4ActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    Double hasilBagi = (Double.parseDouble(angka1TF.getText()))/(Double.parseDouble(angka2TF.getText()));  
    HasilTF.setText(Double.toString(hasilBagi));  
}  
private void jButton5ActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    dispose();  
}  
private void jButton6ActionPerformed(java.awt.event.ActionEvent evt) {  
    Double a = Double.valueOf(angka1TF.getText());  
    Double b = Double.valueOf(angka2TF.getText());  
    Double c = Double.valueOf(Math.pow(a, b));  
    String hasil=String.valueOf(c);  
    HasilTF.setText(hasil);  
}  
private void formWindowActivated(java.awt.event.WindowEvent evt) {  
    angka1TF.setText("");  
    angka2TF.setText("");  
    HasilTF.setText("");  
}
```

Latihan



Cara kerja program:

1. Masukan nilai pada object jTextField1
2. Pilihlah salah satu operator aritmatikanya, setelah operator aritmatika dipilih maka jLabel1 akan berubah sesuai dengan operator yang telah dipilih
3. Masukan nilai pada object jTextField2
4. Terakhir klik Button hasil.