PRACTICAL – 12.2

AIM:

Design an I-OS application representing a simple calculator.

PROGRAM CODE:

```
class ViewController: UIViewController {

    @IBOutlet weak var Number1: UITextField!

    @IBOutlet weak var Number2: UITextField!

    @IBOutlet weak var labelanswer: UILabel!

    @IBOutlet weak var btnadd: UIButton!

    @IBOutlet weak var btnsubtract: UIButton!

    @IBOutlet weak var btnmultiply: UIButton!

    @IBOutlet weak var btndivide: UIButton!

    override func viewDidLoad() {
```

```
        super.viewDidLoad()
        // Do any additional setup after loading the view.
    }

    @IBAction func btnaddclick(_ sender: Any) {
        let a:String! = Number1.text
        let b:String! = Number2.text
        let a1:Int! = Int(a)
        let a2:Int! = Int(b)
        let c = a1 + a2
        labelanswer.text = "Answer is \(c)"
        print("add")
    }

    @IBAction func btnsubtractclick(_ sender: Any) {
        let a:String! = Number1.text
        let b:String! = Number2.text
        let a1:Int! = Int(a)
        let a2:Int! = Int(b)
        let c = a1 - a2
        labelanswer.text = "Answer is \(c)"
        print("subtract")
    }
```

```
    @IBAction func btnmultiplyclick(_ sender: Any) {
        let a:String! = Number1.text
        let b:String! = Number2.text
        let a1:Int! = Int(a)
        let a2:Int! = Int(b)
        let c = a1 * a2
        labelanswer.text = "Answer is \(c)"
        print("multiply")
    }

    @IBAction func btndivideclick(_ sender: Any) {
        let a:String! = Number1.text
        let b:String! = Number2.text
        let a1:Float! = Float(a)
        let a2:Float! = Float(b)
        let c = a1 / a2
        labelanswer.text = "Answer is \(c)"
        print("divide")
    }
}
```

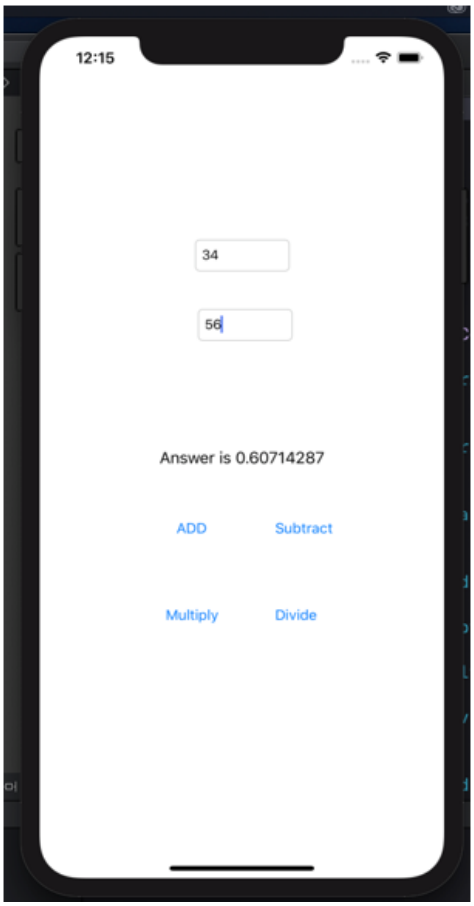
OUTPUT:

Addition:

Subtraction:

MULTIPLICATION:

Division:


12:15
34
56
Answer is 0.60714287
ADD
Subtract
Multiply
Divide