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Title: - Arithmetic Calculator

Write a program in Java to design GUI for calculator to perform arithmetic operators

import java.awt.Frame;

import java.awt.Color;

import java.awt.FlowLayout;

import java.awt.TextField;

import java.awt.Button;

import java.awt.Label;

import java.awt.event.\*;

public class calculator extends Frame implements ActionListener{

private TextField num1,num2,ans;

private Button sum,sub,div,mul,reset;

private Label l1,l2,l3;

public static void main(String[] args) {

calculator obj= new calculator();

}

public calculator() {

setTitle("ARITHMATIC CALCULATOR");

setVisible(true);

setSize(400,500);

setLocation(100,100);

setLayout(new FlowLayout(FlowLayout.CENTER,50,50));

setBackground(Color.gray);

initialize();

addcomponents();

addActionListeners();

}

public void initialize()

{

l1=new Label("Input1");

num1=new TextField(20);

l2=new Label("Input2");

num2=new TextField(20);

l3=new Label("Output");

ans=new TextField(20);

sum=new Button("SUM");

sub=new Button("SUB");

div=new Button("DIV");

mul=new Button("MUL");

reset=new Button("RESET");

}

public void addcomponents()

{

add(l1);

add(num1);

add(l2);

add(num2);

add(l3);

add(ans);

add(sum);

add(sub);

add(div);

add(mul);

add(reset);

}

public void actionPerformed(ActionEvent e)

{

String t1=num1.getText();

String t2=num2.getText();

Integer n1= Integer.parseInt(t1);

Integer n2= Integer.parseInt(t2);

Integer answer=0;

Object b= e.getSource();

if(b==sum)

{

answer=n1+n2;

}

if(b==sub)

{

answer=n1-n2;

}

if(b==div)

{

answer=n1/n2;

}

if(b==mul)

{

answer=n1\*n2;

}

if(b==reset)

{

num1.setText(" ");

num2.setText(" ");

}

System.out.println(answer);

ans.setText(answer.toString());

}

public void addActionListeners()

{

sum.addActionListener(this);

sub.addActionListener(this);

div.addActionListener(this);

mul.addActionListener(this);

reset.addActionListener(this);

}

}