Code:

```
J *DialogMessageBox.java ⊠

1  //----------------------------------------------------------------
2  //Author:Shyaan Khan     Period:4      Date: September 6th, 2014
3  //Description: Convert Scanner Mini Lab to use a Message Box instead of scanner
4  //----------------------------------------------------------------
5  import javax.swing.JOptionPane;
6  public class DialogMessageBox {
7      public static void main(String[] args){
8
9          String numb;
10         numb = JOptionPane.showInputDialog(null, "Enter the first number");
11         int a;
12         a = Integer.parseInt(numb);
13         String numb1;
14         numb1 = JOptionPane.showInputDialog(null, "Enter the second number");
15         int b;
16         b = Integer.parseInt(numb1);
17         int c = a+b;
18         JOptionPane.showMessageDialog(null, "The sum of "+a+" and "+b+" is "+c);
19         int d = a-b;
20         JOptionPane.showMessageDialog(null, "The difference of "+a+" and "+b+" is "+d);
21         int e = a*b;
22         JOptionPane.showMessageDialog(null, "The product of "+a+" and "+b+" is "+e);
23
24     }
25
26 }
27
```
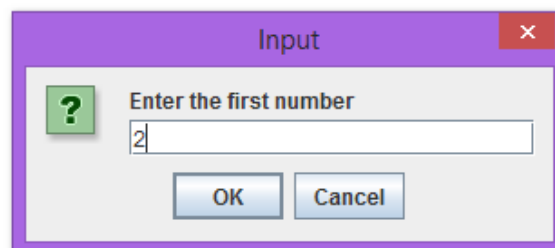
Output 1:

```
.c void main(String[] args){


umb;
OptionPane.showInputDialog(null, "Enter the first number");

ger.parseInt(numb);
umb1;
JOptionPane.showInputDialog(null, "Enter the second number");

ger.parseInt(numb1);
a+b;
ane.showMessageDialog(null,
a-b;
ane.showMessageDialog(null,
a*b;
ane.showMessageDialog(null,
```
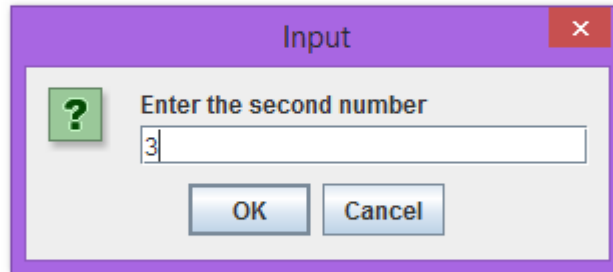
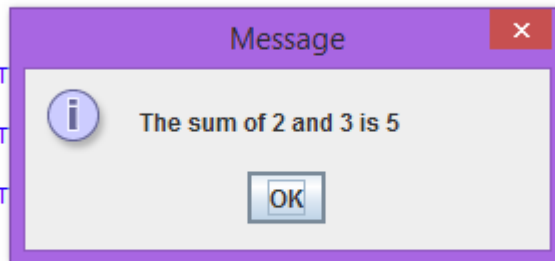Input ×

? Enter the first number
2

OK   Cancel

Output 2:

```
ine.showInputDialog(null, "Enter the first number");

eInt(numb);

ane.showInputDialog(null, "Enter the second number");

eInt(numb1);

MessageDialog(null,

MessageDialog(null,

MessageDialog(null,
```
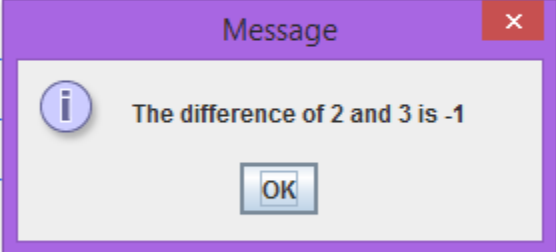
Input ×

? Enter the second number

3

OK   Cancel

Output 3:

```
owInputDialog(null, "Enter the second number");

umb1);

eDialog(null, "T

eDialog(null, "T

eDialog(null, "T
```

Message ×

(i) The sum of 2 and 3 is 5

OK

Output 4:

```
,          g(      ,                       ,,
numb);

howInputDialog(null, "Enter the second number");

numb1);

geDialog(null, "T

geDialog(null, "T                                              ;

geDialog(null, "T
```

Message ✕

ⓘ The difference of 2 and 3 is -1

OK

Output 5:

```
(numb);

showInputDialog(null, "Enter the second number");

(numb1);

ageDialog(null, "T

ageDialog(null, "T                                              ;

ageDialog(null, "T
```

Message ✕

ⓘ The product of 2 and 3 is 6

OK