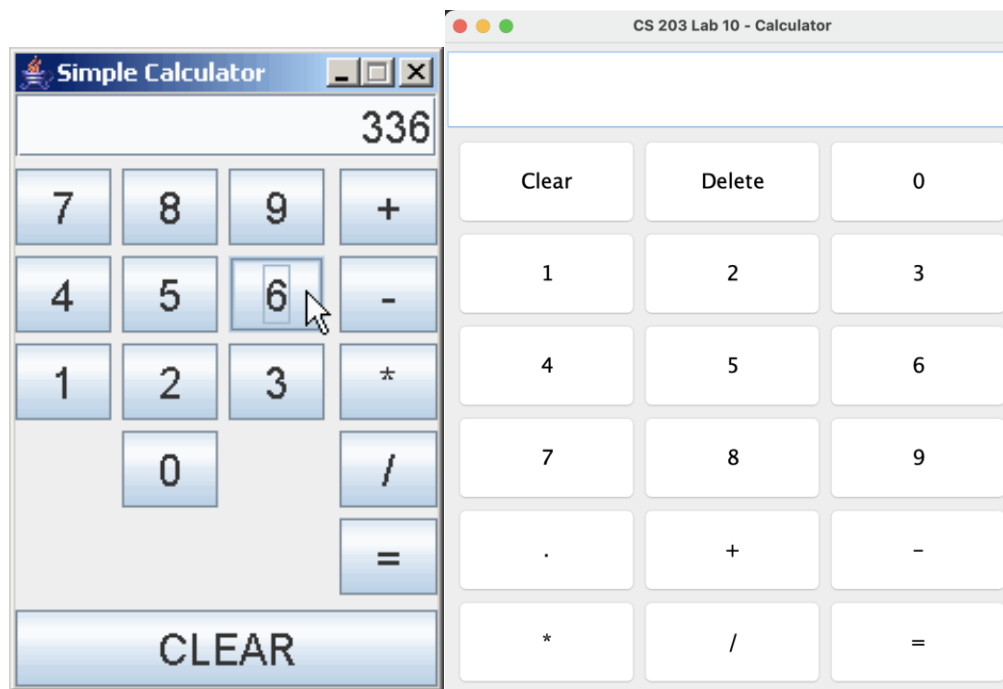# Fall 2022 - CS 203 Object Oriented Design
Lab 10

Objectives:

- Learn to create GUI using Java Swing

1. In this lab, you will create a Java GUI for a basic calculator with all the numbers and basic operations defined as buttons and the result displayed on the textbox.
2. Here are sample Calculator GUIs:

Grade: *Each arithmetic operation works (+ - * /) = 25 points*

   Clear button = + 10 points

   Square root of the first number = +10 points

Good Luck!