

# Welcome to the Class



**Department of Computing and Information System**

# Design pattern

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# Coding of a Simple Project

```
package javaapplication10;
import javax.swing.*;
import java.awt.*; //abstract windows toolkit
import java.awt.event.*;

public class Calculator3 implements ActionListener{
    public static void main(String[] args)
    {

        JFrame frame;
        JTextField textfield;
        JButton[] numberButtons=new JButton[10];
        JButton[] functionButtons=new JButton[9];
        JButton addButton,subButton,mulButton,divButton;
        JButton decButton,equButton,delbutton,clrButton,negButton;
        JPanel panel;
        Font myfont=new Font("Ink Free",Font.BOLD,30);
        double num1=0,num2=0,result=0;
        char operator;
    }
}
```

```
Calculator3() {
```

```
    frame=new JFrame("Calculator");
```

```
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
```

```
    frame.setSize(420,550);
```

```
    frame.setLayout(null);
```

```
    textfield=new JTextField();
```

```
    textfield.setBounds(50,25,300,50);
```

```
    textfield.setEditable(false);
```

```
    addButton=new JButton("+");
```

```
    subButton= new JButton("-");
```

```
}
```

```
}
```

Thanks to All