CS 241 Programming Assignment 2
30 pts
DUE: at the beginning of class on March 1, 2005

Design a GUI calculator. Your calculator should have the following:
1. 10 buttons for each digit
2. 5 operator buttons: +, -, *, /, =
3. one text field that is used to display input and result
4. all inputs are through the buttons, so you don’t have to worry about input from the keyboard
5. you don’t have to worry about precedence of the operators, so you will evaluate it from the left to the right

You should follow the same programming style outlined for programming assignment 0.

Hints:
You should get familiar with the following classes before you start programming:
1. Layout Manager, if you do not use any layout manager, you use setBounds. But you need to explicitly set the layout manager to null. Grid will be a good candidate for this program.
2. You need to remember one operator, as for each operator: one operand precedes the operator and the other follows the operator.
3. Decide when you should change the display area.
4. Organize your class variables.