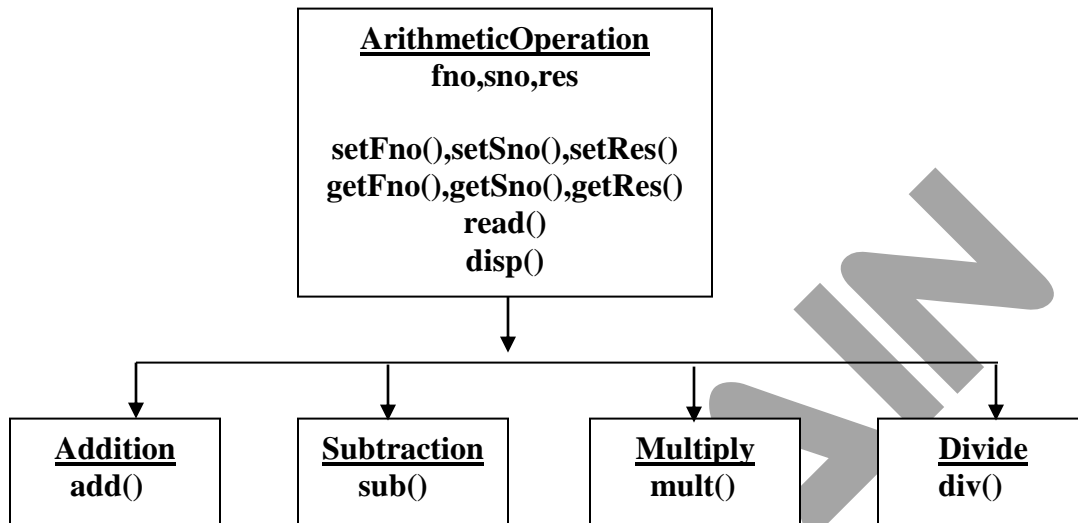


1. Design an calculator application from the below given inputes. (Use NetBeans only)



Instructions:

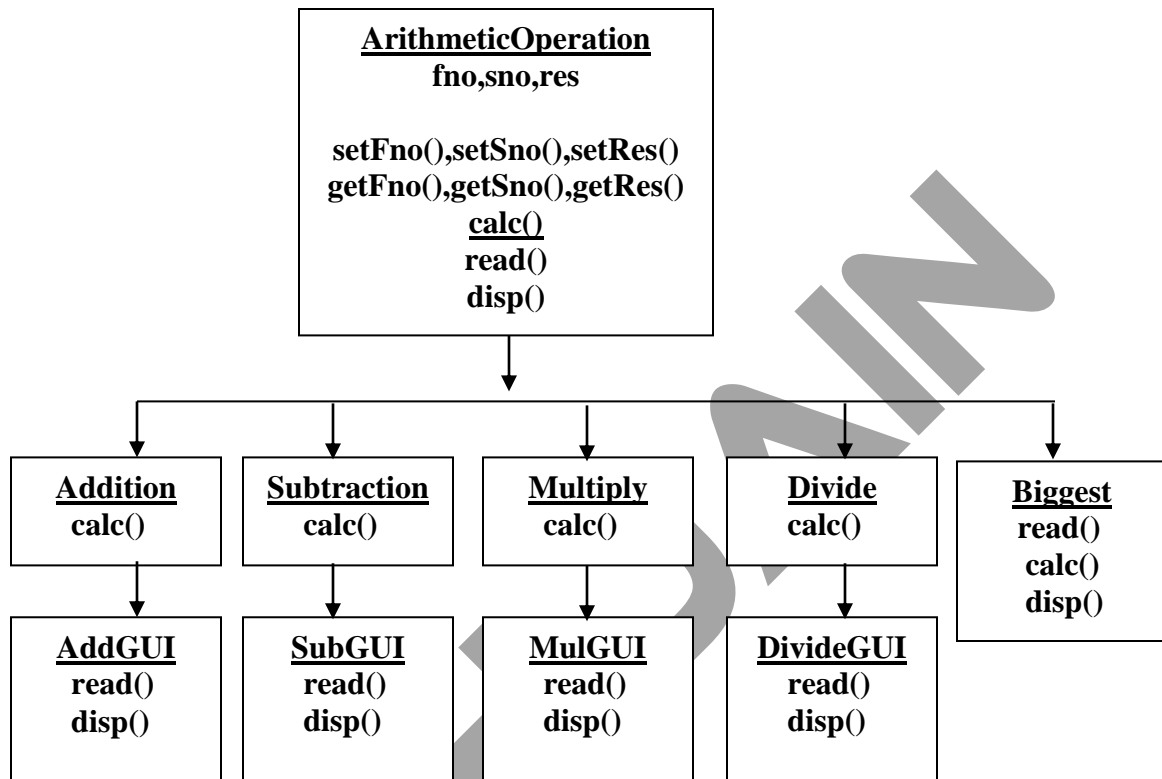
1. All the datamembers should be private
2. Develop an application “CalcDemo.java” which performs all the arithmetic operations from the above given classes.
3. Only one operation should be performed when the application is run.
4. Use command line arguments/scanner class to pass the operator(+/-/x//) as input.

Observations:

1. Data hiding. (security)
2. Encapsulation and abstraction
3. Reusability (inheritance)
4. Single inheritance
5. Hierichal inheritance

*** After 1 year the client requested us to convert this application into GUI.***

*** Client wants add a new module that checks maximum of 2 nos ***



Instructions:

1. Add a new method `calc()` in `ArithmeticOperation` class and initialize the variable `res` to 0.
2. Override `calc()` method in every sub class, provide the required business logic.
3. Add new module `Biggest` to find biggest of 2 nos, GUI based.
4. Override `read()` and `disp()` methods of `ArithmeticOperation` class with GUI input and GUI output in all GUI based Sub classes.
5. Develop an application “`CalcDemoGUI.java`” which performs all the arithmetic operations from the above given classes.
6. Only one operation should be performed when the application is run.
7. Use GUI input to read the operator(+/-/x//).

Observations:

1. Hierichal inheritance
2. Multi level inheritance
3. Hybrid inheritance
4. Method overriding.