Exercise 6. *Deadline: 7 December 2009.*

THE JAVA PROGRAMMING LANGUAGE

AN INTEGER CALCULATOR

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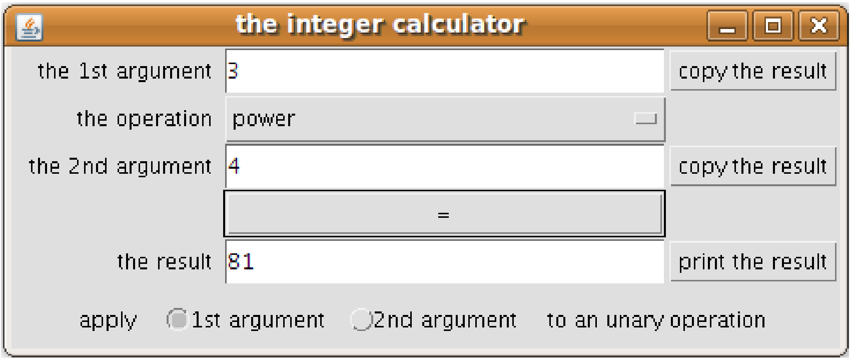
Exercise

Write a simple window application, which will work as a calculator. Your program have to perform calculations on integers only (use object of type `java.math.BigInteger`).

Your integer calculator should consist of two text fields (an object of type `TextField`) for arguments, and a third one for a result. Put in your application a pop–up menu of choices (an object of type `Choice`) with names of basic arithmetic operations (including the factorial, remainder, power, and binomial coefficient). You should guarantee easy copying of the result to an argument field and printing the result onto the standard output. Your main window (an object of type `Frame`) may look like this:



Requirement

Build your application using only AWT components.