Instructions: Write solutions to the following problems. Submit an electronic copy of your solution by class time on the due date.

1. Calculator GUI (problem 11.9, pg 605 of text): Write a GUI and layout that looks like the calculator layout provided, with digits, the four basic operators, a decimal point and the “equals” sign. The calculator does not need to work – just lay out the GUI elements, including the area at the top where numbers will appear.

2. Write a GUI wrapped around your Sieve program from exercise 1 that allows the user to select a number between 1 and 1000. Decide on a GUI element for this that makes it as easy as you can for the user to select the number. Use the calculated sieve to print out whether or not the selected number is prime.