

```
1 // Numbers.java
2 // Input three numbers, output sum, average, product, smallest, and largest.
3 // by Taper Wickel
4
5 import java.applet.Applet;
6 import java.awt.*;
7 import java.awt.event.*;
8
9 public class Numbers extends Applet implements ActionListener {
10     Label prompt1, prompt2, prompt3;
11     TextField input1, input2, input3;
12
13     int number1, number2, number3;
14     int sum, product, smallest, largest;
15     float average;
16
17     Button go_button = new Button("Go!");
18     String result = "";
19
20     public void init() {
21         prompt1 = new Label( "First integer" );
22         add( prompt1 );
23
24         input1 = new TextField( 10 );
25         add( input1 );
26
27         prompt2 = new Label( "Second integer" );
28         add( prompt2 );
29
30         input2 = new TextField( 10 );
31         add( input2 );
32
33         prompt3 = new Label( "Third integer" );
34         add( prompt3 );
35
36         input3 = new TextField( 10 );
37         add( input3 );
38
39         go_button.addActionListener( this );
40         add( go_button );
41     }
42
43     public void paint( Graphics g ) {
44         g.drawString( "The results are:", 70, 125 );
45
46         g.drawString( "Sum: " + sum, 100, 140);
47         g.drawString( "Average: " + average, 100, 155);
48         g.drawString( "Product: " + product, 100, 170);
49         g.drawString( "Smallest: " + smallest, 100, 185);
50         g.drawString( "Largest: " + largest, 100, 200);
51     }
52
53     public void actionPerformed((ActionEvent e) {
54         int tempsmall, templarge;
55
56         number1 = Integer.parseInt( input1.getText() );
57         number2 = Integer.parseInt( input2.getText() );
58         number3 = Integer.parseInt( input3.getText() );
59
60         sum = number1 + number2 + number3;
61         average = (number1 + number2 + number3) / 3;
62         product = number1 * number2 * number3 ;
63
64         if ( number1 < number2 ) {
65             tempsmall = number1;
66         } else {
67             tempsmall = number2;
68         }
69         if ( tempsmall < number3 ) {
70             smallest = tempsmall;
71         } else {
72             smallest = number3;
73         }
74
75         if ( number1 > number2 ) {
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76         templarge = number1;
77     } else {
78         templarge = number2;
79     }
80     if ( templarge > number3) {
81         largest = templarge;
82     } else {
83         largest = number3;
84     }
85
86     repaint();
87 }
88 }
89 }
```

