

```

package method_no;
import javax.swing.JOptionPane;
public class method_no
{
    public static void main(String[] args)
    {
        int num1,num2,add,multiply;
        String data;
        data=JOptionPane.showInputDialog(null,
        "Enter the number","Input Data",JOptionPane.QUESTION_MESSAGE);
        num1=Integer.parseInt(data);
        data=JOptionPane.showInputDialog(null,
        "Enter the number","Input Data",JOptionPane.QUESTION_MESSAGE);
        num2=Integer.parseInt(data);
        add=num1+num2;
        multiply=num1*num2;
        System.out.println("The numbers added = "+add);
        System.out.println("The numbers multiplied = "+multiply);
        System.exit(0);
    }
}

```

Program written without
methods

```
package method_yes;
import javax.swing.JOptionPane;
public class method_yes
{
```

Program written with
methods

```
    public static void main(String[] args)
    {
        int num1,num2,add,multiply;
        num1=get_number();
        num2=get_number();
        add=add_it(num1,num2);
        multiply=multiply_it(num1,num2);
        printing(add,multiply);
        System.exit(0);
    }
    public static int get_number()
    {
        String data;
        int number;
        data=JOptionPane.showInputDialog(null,
            "Enter the number","Input Data",JOptionPane.QUESTION_MESSAGE);
        number=Integer.parseInt(data);
        return number;
    }
    public static int add_it(int num1,int num2)
    {
        int add;
        add=num1+num2;
        return add;
    }
    public static int multiply_it(int num1,int num2)
    {
        int multiply;
        multiply=num1*num2;
        return multiply;
    }
    public static void printing(int add, int multiply)
    {
        System.out.println("The numbers added = "+add);
        System.out.println("The numbers multiplied = "+multiply);
    } }
```