1 **public** **void** buttonClickHandler(ActionEvent e)

2 {

3 String s;

4 double a, b, result;

5 DecimalFormat f = **new** DecimalFormat("#,##0.00");

6

7 **if**(e.getSource() == compute)

8 {

9 s = aValue.getText();

10 a = Double.parseDouble(s);

11 s = bValue.getText();

12 b = Double.parseDouble(s);

13 result = a + b;

14 sum.setText(f.format(result));

15 }

15 **else**

17 {

18 aValue.setText("");

19 bValue.setText("");

20 sum.setText("x,xxx.xx");

21 }

22 }

**Figure 11.21**

The alternate coding style for the application AddingMachineV2 event handlers.