

LAB-9

20/2/24

WAP that creates a user interface to perform integer division.  
User enters two numbers (in text field num1 & num2).  
Division of num1 & num2 is displayed in result field  
when Divide button is clicked if num1 or num2 were not  
an integer.

```
import java.awt.*;
import java.awt.event.*;

public class Division extends Frame implements ActionListener {
    JTextField num1, num2;
    JButton dResult;
    Label outResult;
    String out = "";
    double resultNum;
    int flag = 0;

    public Division() {
        setLayout(new FlowLayout());
        dResult = new JButton("RESULT");
        Label number1 = new Label("Number 1", Label.RIGHT);
        Label number2 = new Label("Number 2", Label.RIGHT);
```

```
num1 = new JTextField(5);
num2 = new JTextField(5);
outResult = new JLabel("Result");
add(number1);
add(num1);
add(number2);
add(num2);
add(result);
add(actionListener);
num1.addActionListener(this);
num2.addActionListener(this);

{
    public void windowClosing(WindowEvent we)
    {
        System.exit(0);
    }
}

public void actionPerformed(ActionEvent ae)
{
    int n1, n2;
    try
    {
        if (ae.getSource() == dResult)
        {
            n1 = Integer.parseInt(num1.getText());
            n2 = Integer.parseInt(num2.getText());
            outResult.setText("Result Number is " + (n1 + n2));
            repaint();
        }
    }
}

catch (Exception e)
{
    e.printStackTrace();
}
```

```
{  
    n1 = Integer.parseInt(text1.getText());  
    n2 = Integer.parseInt(text2.getText());  
  
    out = n1 -> n2;  
    resultNum = n1 / n2;  
    out += String.valueOf(resultNum);  
    repaint();  
}  
}  
}
```

catch (ArithmeticException e)

```
{  
    flag = 1  
    out = "Divide by exception!." + e;  
    repaint();  
}  
}
```

```
public void paint(Graphics g)
```

```
{  
    if (flag == 0)  
        g.drawString(out, outResult.getX() + outResult.getWidth(), outResult.getY());  
    else  
        g.drawString("Out", 110, 200);  
    flag = 0;  
}
```

public static void main (String [3 args])

{

```
    Division main1 dm = new Division main();  
    dm . set it to (Division of integers);  
    dm . divisible (true);
```

}

O/P

Number 1: 6  
Result

6 41.0

Number 2: 14

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