Write a program that creates a user interface to perform integer divisions. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a NumberFormatException. If Num2 were Zero, the program would throw an Arithmetic Exception Display the exception in a message dialog box.

```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
class BuildGUI extends JFrame implements ActionListener {
    JFrame actualWindow;
    JPanel container;
    JTextField txt_num1, txt_num2, txt_result;
    JButton btn_div;
    BuildGUI() {
       actualWindow = new JFrame("Experiment 4");
       container = new JPanel();
       container.setLayout(new FlowLayout());
       txt_num1 = new JTextField(20);
       txt_num2 = new JTextField(20);
       txt_result = new JTextField(20);
       btn_div = new JButton("Divide");
       btn div.addActionListener(this);
```

```
container.add(txt_num1);
       container.add(txt_num2);
       container.add(btn_div);
       container.add(txt_result);
       actualWindow.add(container);
       actualWindow.setSize(300, 300);
       actualWindow.setVisible(true);
     }
     @Override
    public void actionPerformed(ActionEvent e) {
       int num1, num2;
       try {
         num1 = Integer.parseInt(txt_num1.getText());
         num2 = Integer.parseInt(txt_num2.getText());
         txt_result.setText(num1/num2+"");
       catch(NumberFormatException nfe) {
         JOption Pane. show Message Dialog (actual Window, "Please \ do \ enter
only integers");
       }
       catch(ArithmeticException ae) {
         JOptionPane.showMessageDialog(actualWindow,"Divisor can not be
ZERO");
     }
}
```

```
public class awt1 {
  public static void main(String[] args) {
     new BuildGUI();
  }
}
Output:
Experiment 4
                            Divide
 Experiment 4
                             \times
    2
    0
  Message
         Divisor can not be ZERO
                  OK
```

