(8) Write a program that creates a user interface to perform integer division. The user enter two numbers in the text fields, Num1 and Num2. The division of Num1 and Num2 is displayed in the result if button is clicked. If Num1 and Num2 were not an integer program will throw a NumberFormatException. If Num2 is 0, program will throw an Arithematic Exception.

```
import java.awt.*;
import java.awt.event.*;
    :
class Division1 extends Frame implements ActionListener{
Frame f;
Textfield tf1;
TextField tf2;
TextField tf3;
Button b;
Dialog d1;

Division1(){
SetSize(300,300);
SetVisible(true);
SetLayout(null);

addWindowListener(new WindowAdapter()){
public void windowClosing(WindowEvent arg0)
{
dispose();
}
```

```
};

tf1 = new TextField("Number 1");
tf1.setBounds(10,70,200,30);
add(tf1);
b = new Button("/");
b.setBounds(10,110,200,30);
b.addActionListen(this);
add(b);
tf2 = new TextField("Number 2");
tf2.setBounds(10,70,200,30)
add(tf2);
tf3 = new TextField("Output");
tf3.setBounds(10,150,200,30);
add(tf3);
}

Public void actionPerformed(ActionEvent e) {
  try {
      String num1 = tf1.getText();
      int nu1 = Integer.parseInt(num1);
      String num2 = tf2.getText();
      int nu2 = Integer.parseInt(num2);
      int result = nu1/nu2;
      tf3.setText(Integer.toString(result));

  }
catch (NumberFormatException e2) {
    d1 = new Dialog(f," error", true);
```

```
Label l = new Label(" " + e2);
d1.add(l);
d1.setSize(300, 50);
d1.setVisible(true);

}
catch (ArithmeticException e1) {
  d1 = new Diag(f, "error", true);
Label l = new Label(" " + e1);
  d1.add(l);
  d1.setSize(300, 50);
  d1.setVisible(true);

}

}
}

public class App {
public static void main(String[] args) {
    Division1d = new Division1();
  }

}
```