

LAB-10

Code:

```
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 aew)
            {
                dispose();
            }
        });
        tf1=new TextField("Number 1");
        tf1.setBounds(10,30,200,30);
        add(tf1);
        Button b=new Button("/");
        b.setBounds(10,110,200,30);
        b.addActionListener(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=tf1.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 Dialog(f,"error",true);
        Label l=new Label(" "+e1);
        d1.add(l);
        d1.setSize(300,50);
        d1.setVisible(true);
    }
}

}

public class Lab10awt
{
    public static void main(String args[])
    {
        division1 d=new division1();
    }
}

```

Output:

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