Programme - 9 :-

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9. write a prog that creates a user interface to perform integer division.

→
```
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;

class SwingDemo {
    SwingDemo() {
        JFrame jfrm = new JFrame("Divide App");
        jfrm.setSize(275, 150);
        jfrm.setLayout(new FlowLayout());
        jfrm.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        JLabel jlab = new JLabel("Enter no.");

        JTextField ajtf = new JTextField(8);
        JTextField bjtf = new JTextField(8);

        JButton button = new JButton("calculate");

        JLabel err = new JLabel();
        JLabel alab = new JLabel();
        JLabel blab = new JLabel();
        JLabel anslab = new JLabel();

        jfrm.add(err);
        jfrm.add(jlab);
        jfrm.add(ajtf);
        jfrm.(button));
        jfrom.add(blab);
        jfrm.add(anslab))
```

```
ActionListener l = new ActionListener(){
    public void actionPerformed(ActionEvent wt){
        System.out.println("Action event from a txt field");
    }
};
ajtf.addActionListener(l);
bjtf.addActionListener(l);

button.addActionListen(new ActionListen(){
    public void actioPerformed(ActionEvent evt){
        try{
            int a = Integer.parseInt(ajtf.getText());
            int b = Integer.parseInt(bjtf.getText());
            int ans = a/b;

            alab.setText("In A = "+a);
            blab.setText("B = "+b);
            anslab.setText("ans = "+ans);
        }
        catch(NumberformatException e){
            alab.setText("");
            blab.setText("");
            anslab.setText("");
            err.setText("Enter Only Integers !");
        }
        catch(ArithmeticException e){
            alab.setText("");
            blab.setText("");
            anslab.setText("");
            err.setText("B shld be Non 0!");
        }
    }
});
```

```
        jfrm.setVisible(true);
    }
    public static void main(String args[]){
        SwingUtilities.invokeLater(new Runnable(){
            public void run(){
                new SwingDemo();
            }
        });
    }
}
```

→ ~~O/P :-~~

Algorithm :-

1. Import swing & awt packages
2. Create class SwingDemo() & & constructor.
3. Initialize jfrm as an obj of JFrame.
4. Set sized & layout
5. Add text labels
6. Add Text field for both no.
7. Create a add button & labels.
8. Initialize l as ActionListener.
9. Create a function named actionperformed & convert the i/p text to integers in try & catch block to handle exceptions.
10. Call the object in main function and run.

O/P → A : 10 B : 5

» A=10 B=5 ∴ Ans = 2

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```
C:\Users\abdes\OneDrive\Documents\Java>javac java_code/SwingDemo.java
java_code\SwingDemo.java:66: error: reached end of file while parsing
}
 ^
1 error

C:\Users\abdes\OneDrive\Documents\Java>javac java_code/SwingDemo.java

C:\Users\abdes\OneDrive\Documents\Java>java java_code.SwingDemo
```