

```
import java.awt.*;  
import java.awt.event.*;  
class DivisionInteger extends Frame implements  
    ActionListener {  
    TextField num1(TextField)  
    TextField num2(TextField);  
    Button calculate;  
    int a, b;  
    float result;  
    String msg = "Enter a the numbers";  
    public DivisionInteger() {  
        setLayout(new FlowLayout());  
        calculate = new Button("calculate");  
        num1(TextField) = new TextField(5);  
        Label num1Label = new Label("Number 1", Label.  
            RIGHT);  
        num2(TextField) = new TextField(5);  
        Label num2Label = new Label("Number 2", Label.RIGHT);  
        add(num1Label);  
        add(num1(TextField));  
        add(num2Label);  
        add(num2(TextField));  
        add(calculate);  
        num1(TextField).addActionListener(this);  
        num2(TextField).addActionListener(this);  
        calculate.addActionListener(this);  
        addWindowListener(new MyWindowAdapter());  
    }  
    public void actionPerformed(ActionEvent ae) {  
        try {
```



```
result = divideNumbers();  
msg = ("The result is " + result);  
repaint();  
} catch (NumberFormatException e) {  
    msg = ("Number is not integer " + e);  
    repaint();  
} catch (ArithmeticException e) {  
    msg = ("Divide by 0 not possible " + e);  
    repaint();  
}}}
```

```
public float divideNumbers() {  
    a = Integer.parseInt(num1TextField.getText());  
    b = Integer.parseInt(num2TextField.getText());  
    if (b == 0) {  
        throw new ArithmeticException();  
    }  
    return (float) a / b;  
}
```

```
public void paint(Graphics g) {  
    g.drawString(msg, 50, 100);  
}
```

```
public to static void main (String[] args) {  
    Division Integer div = new Division Integer();  
    div.setSize(new Dimension(50, 100));  
    div.setTitle("Division Calculator");  
    div.setVisible(true);  
}}
```

```
class My Window Adapter extends Window Adapter {  
    public void Window Closing (WindowEvent event) {
```


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```
system. end (0);  
}  
}
```