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```
import java.awt.*;
import java.awt.event.*;
class DivisionInteger extends Frame
    implements ActionListener{
    TextField num1TextField;
    TextField num2TextField;
    Button calculate;
    int a,b;
    float result;
    String msg="Enter the numbers";
    public DivisionInteger(){
```

```
        setLayout(new FlowLayout());
```

```
        calculate = new Button("calculate");
        num1TextField = new TextField(5);
        Label numLabel1 = new Label("Number 1", Label.RIGHT);
        num2TextField = new TextField(5);
        Label numLabel2 = new Label("Number 2", Label.RIGHT);
```

```
        add(numLabel1);
        add(num1TextField);
        add(numLabel2);
```



```

add (num 2 Text Field);
add (num calculate);
num 1 Text Field . addActionListener (this);
num 2 Text Field . addActionListener (this);
calculate . addActionListener (this);

addWindowListener (new MyWindowAdap
ptor ());
}

```

```

Public void actionPerformed (Action
Event 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 zero not allowed"
        + e;
    }

```

```

    repaint ();
}

```



```

public float divideNumber() {
    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 static void main(String args[]) {
    DivisionInteger div = new DivisionInteger();
    div.resize(new Dimension(500, 500));
    div.setTitle("Division Calculator");
    div.setResizable(true);
}
}

```

```

class MyWindowAdapter extends WindowAdapter {
    public void windowClosing(WindowEvent event) {
        System.exit(0);
    }
}

```