

LAB - 10

/*Write a program that creates a user interface to perform integer divisions. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a NumberFormatException. If Num2 were Zero, the program would throw an Arithmetic Exception Display the exception in a message dialog box.
*/

```
import java.awt.*;
import java.awt.event.*;

class lab10 extends Frame implements ActionListener{
    TextField Num1,Num2;
    Button divide = new Button("Divide");
    float res = 0;
    String error = "";
    public lab10(){
        setLayout(new FlowLayout());
        Num1 = new TextField(1);
        Num2 = new TextField(1);
        Label Num1L = new Label("Num1: ", Label.RIGHT);
        Label Num2L = new Label("Num2: ", Label.RIGHT);
        add(Num1L);
        add(Num1);
        add(Num2L);
        add(Num2);
        add(divide);
        divide.addActionListener(this);
        addWindowListener(new WinAdapter());
    }

    public void actionPerformed(ActionEvent ae){
        if(ae.getSource() == divide){
            try{
                int n1 = Integer.parseInt(Num1.getText());
                int n2 = Integer.parseInt(Num2.getText());
                if(n2 <= 0)
                    throw new ArithmeticException("Error");
            }
        }
    }
}
```

```

        res = (float)n1/n2;
    }catch(NumberFormatException exception){
        res = 0;
        error = "Please enter an integer!!";
    }catch(ArithmeticException exception){
        res = 0;
        error = "Can not divide by zero!!";
    }
    repaint();
}
}
public void paint(Graphics g){
    g.drawString("Result: " + String.valueOf(res), 20, 100);
    g.drawString("Error: " + error, 20, 150);
}
public static void main(String[] args) {
    lab10 p = new lab10();
    p.setSize(new Dimension(400,250));
    p.setTitle("Divide");
    p.setVisible(true);
}
}
class WinAdapter extends WindowAdapter{
    public void windowClosing(WindowEvent we){
        System.exit(0);
    }
}
}

```



