

```

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 num1Label = new Label("Number 1", Label.RIGHT);
        num2TextField = new TextField(5);
        Label num2Label = new Label("Number 2", Label.RIGHT);

        add(num1Label);
        add(num1TextField);
        add(num2Label);
        add(num2TextField);
        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 is not allowed" + e;
```

```
        repaint ();
```

```
    }
```

```
}
```

```
public float divideNumbers () {
```

```
    a = Integer.parseInt (num1 TextField.getText ());
```

```
    b = Integer.parseInt (num2 TextField.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[]) {
```

```
DimensionInteger dw = new DimensionInteger();
```

```
dw.setSize (new Dimension (500, 500));
```

```
dw.setTitle ("Division Calculator");
```

```
dw.setVisible (true);
```

```
}
```

```
}
```

```
class MyWindowAdapter extends WindowAdapter
```

```
{  
    public void windowClosing (WindowEvent event) {
```

```
        System.exit(0);
```

```
    }
```

```
}
```