Lab program 10

```
import java.awt.*;
import java.awt.event.*;
public class TextFieldDemo extends Frame implements ActionListener{
    TextField Num1, Num2;
    Button calc;
    public TextFieldDemo() {
        setLayout(new FlowLayout());
        Label Num1p = new Label("Num1:", Label.RIGHT);
        Label Num2p = new Label("Num2:", Label.RIGHT);
        Num1 = new TextField(5);
        Num2 = new TextField(5);
        calc = new Button("Divide");
        add(Num1p);
        add(Num1);
        add(Num2p);
        add(Num2);
        add(calc);
        Num1.addActionListener(this);
        Num2.addActionListener(this);
        calc.addActionListener(this);
        addWindowListener(new WindowAdapter() {
            public void windowClosing(WindowEvent we){
                System.exit(0);
            }
        });
    }
    public void actionPerformed(ActionEvent ae){
        repaint();
    }
    public void paint(Graphics g) {
        int q, r, n1, n2;
        try {
            n1 = Integer.parseInt(Num1.getText());
            n2 = Integer.parseInt(Num2.getText());
            q = n1 / n2;
            r = n1 % n2;
            g.drawString("Quotient:" + q, 200, 100);
            g.drawString("Remainder:" + r, 20, 120);
        }
```

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catch (NumberFormatException e) {
        g.drawString (e.toString(), 20, 100);
}
catch (ArithmeticException e) {
        g.drawString (e.toString(), 20, 100);
}
}

public static void main(String args[]) {
    TextFieldDemo appwin = new TextFieldDemo();
    appwin.setSize (new Dimension (380, 180));
    appwin.setTitle ("Text Field Demo");
    appwin.setVisible (true);
}
}
```