

```

1 //Lab Program 10
2 import java.awt.*;
3 import java.awt.event.*;
4
5 public class TextFieldDemo extends Frame implements ActionListener{
6     TextField Num1,Num2;
7     Button calc;
8     public TextFieldDemo(){
9         setLayout(new FlowLayout());
10        Label Num1p = new Label("Num1:",Label.RIGHT);
11        Label Num2p = new Label("Num2:",Label.RIGHT);
12        Num1 = new TextField(5);
13        Num2 = new TextField(5);
14        calc = new Button("Divide");
15        add(Num1p);
16        add(Num1);
17        add(Num2p);
18        add(Num2);
19        add(calc);
20        Num1.addActionListener(this);
21        Num2.addActionListener(this);
22        calc.addActionListener(this);
23        addWindowListener(new WindowAdapter(){
24            public void windowClosing(WindowEvent we){
25                System.exit(0);
26            }
27        });
28    }
29    public void actionPerformed(ActionEvent ae){
30        repaint();
31    }
32    public void paint(Graphics g){
33        int q,r,n1,n2;
34        try{
35            n1 = Integer.parseInt(Num1.getText());
36            n2 = Integer.parseInt(Num2.getText());
37            q = n1/n2;
38            r = n1%n2;
39            g.drawString("Quotient: "+q,20,100);
40            g.drawString("Remainder: "+r,20,120);
41        }
42        catch(NumberFormatException e){
43            g.drawString(e.toString(),20,100);
44        }
45        catch(ArithmeticException e){
46            g.drawString(e.toString(),20,100);
47        }
48    }
49    public static void main(String args[]){
50        TextFieldDemo appwin = new TextFieldDemo();
51        appwin.setSize(new Dimension(380,180));
52        appwin.setTitle("TextFieldDemo");
53        appwin.setVisible(true);
54    }
55 }

```

Output:

TextFieldDemo

Num1: Num2:

Quotient: 2

Remainder: 0

TextFieldDemo

Num1: Num2:

java.lang.ArithmeticException: / by zero

TextFieldDemo

Num1: Num2:

java.lang.NumberFormatException: For input string: "a"