```
Program 10!
       Write a program that creates an user
to perform integer divisions. The user enters two numbers
in the text fields, Num 1, Num 2. The division of Namy and
           displayed in the Rosult field when the Divide
Num 2
         Lis
        is clicked. If Alm 1 or Num & overe not enteger the
button
pro would throw a Number Format Escaption. If Num 2 were
yero, the program would throw an Arithmetic Etrephian
Display the exceptic in a message dialog box.
case:
                        . new Thread ( the . " Car"
import java aut. *;
import java aut event.
public dass Division implements ActionListerer ?
    Frame f=new Frame ();
    Label II = new Label ("First Number");
                                            try E
    Label 12 = new Label C" Second Number ")
    Label 13 = new Label () thing had to the
     Label 14 = new tablel () se ) goods, many
    Tottield to = new TextField ();
    Textfield to = new Textfield();
    Button & = new Button ("Div");
    Division (){
         lisset Bounds ( 200, 100, 100, 20);
         22. Sot Bounds Croo, 140, 100, 20)
         13. set Bounds (1000, 180, 100, 20).
         14. set Bounds (100, 250, 300 (20); 2 change
         $$ t1. set Bounds (250, 100, 150, 20);
          t2. Set Bounds (250, 140, 150, 20);
         by. Set Bounds (200, 275, 50, 20);
          f. add(l1):
          f.add(l2);
          catch ( but wifed to
      f. add (l4);
         f. add (ti):
          f. add (+2);
          f. add (bi);
```

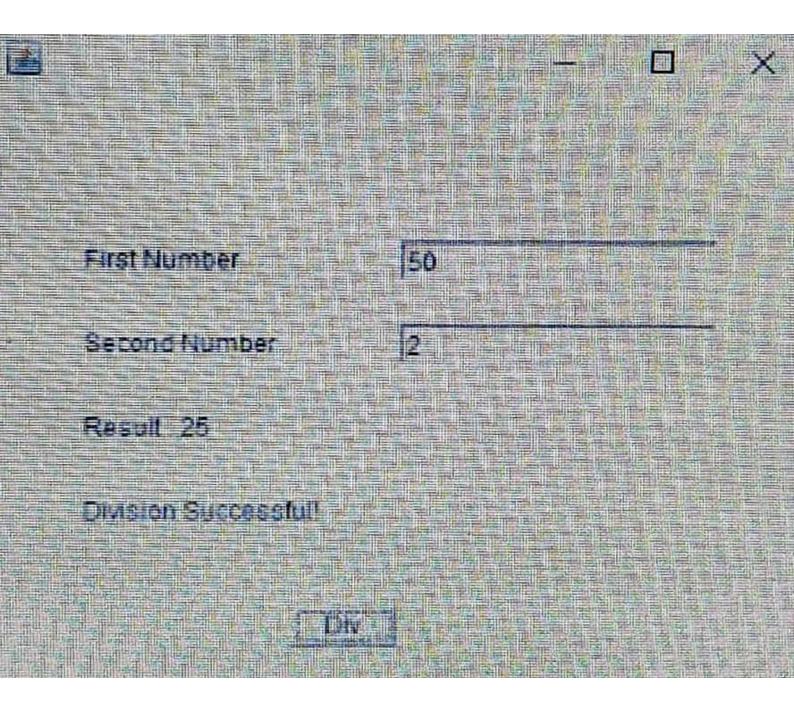
8/12

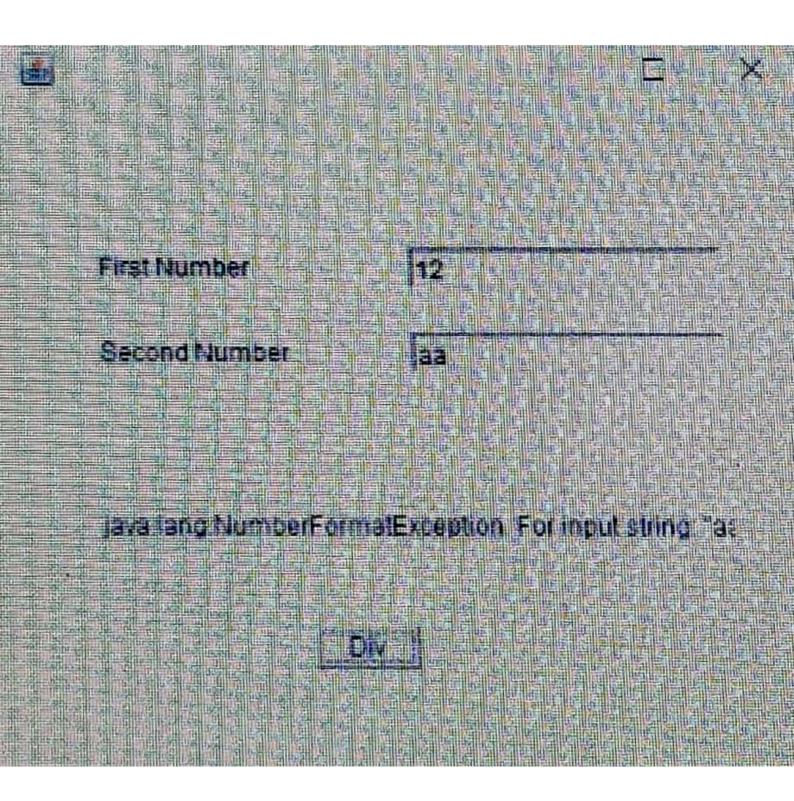
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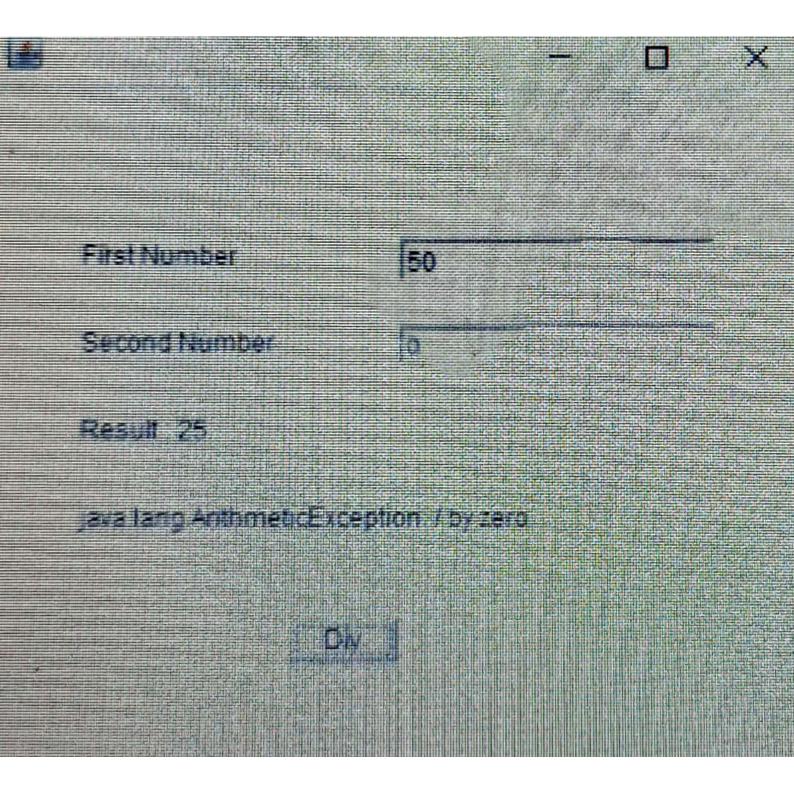
```
bi. add Action Listener (this);
       f. setLayout ( null);
       f. set Visible (frue);
        f. set Singe (500, 350);
public void actionPerformed (Action Event e) ?
      fry 9
          int n1 = Integer. passeInt (ti.get Text ());
          int n2: Integer. parse Int (+2. get Text ()).
          l3. Set Text ("Result: " + String. value Of ( Mynz));
          14 . setText ("Division Successful!");
      I eatch (Exception ex)
            14. set Text (String. value Of Cex));
            13. set Text ("Result: Error")
public static void main (String args CJ) {
        new Division();
```

```
import java.awt.*;
import java.awt.event.*;
public class Division implements ActionListener (
    Frame f=new Frame();
    Label 11-new Label ("First Number");
    Label 12=new Label ("Second Number");
    Label 13=new Label();
    Label 14-new Label();
    TextField t1=new TextField();
    TextField t2=new TextField();
    Button bl=new Button("Div");
    Division() {
        11.setBounds(100,100,100,20);
        12.setBounds (100,140,100,20);
        13.setBounds (100, 180, 100, 20);
        14.setBounds(100,220,300,20);
        tl.setBounds(250,100,150,20);
        t2.setBounds(250,140,150,20);
        b1.setBounds(200,275,50,20);
        f.add(11);
        f.add(12);
        f.add(13);
        f.add(14);
        f.add(t1);
        f.add(t2);
        f.add(b1);
        bl.addActionListener(this);
        f.setLayout(mill);
        f.setVisible(true);
        f.setSize(5(1(350);
   public void actionPerformed (ActionEvent e) {
        try {
```

```
14.setBounds(100,220,300,20);
    tl.setBounds (250, 100, 150, 20);
    t2.setBounds (250,140,150,20);
   bl.setBounds (200, 275, 50, 20);
    f.add(11);
    f.add(12);
    f.add(13);
    f.add(14);
    f.add(t1);
    f.add(t2);
    f.add(b1);
    bl.addActionListener(this);
    f.setLayout (null);
    f.setVisible(true);
    f.setSize(500,350);
public void actionPerformed (ActionEvent e) (
    try (
        int n1=Integer.parseInt(t1.getText());
        int n2=Integer.parseInt(t2.getText());
        13.setText("Mesult "+String.valueOf(n1/n2));
        14. setText ("Division Successful!");
     catch (Exception ex)
        14.setText (String , valueOf (ex) ) ;
        13.setText("Result : Estor");
public static void main (String args[]) (
    new Division() ;
```







```
import java.awt. *;
 import java.awt.event.*;
public class ButtonDemo extends Frame implements ActionListener{
     String msg="";
     Button yes, no, maybe;
     public ButtonDemo() {
         setLayout(new FlowLayout());
         yes=new Button ("Yes");
         no=new Button("No");
         maybe=new Button ("Undecided");
         add (yes);
         add(no);
         add (maybe);
         yes.addActionListener(this);
         no.addActionListener(this);
         maybe.addActionListener(this);
         addWindowListener(new WindowAdapter(){
             public void windowClosing(WindowEvent we) {
                 System.exit(0);
         1);
     public void actionPerformed(ActionEvent ae) {
         String str=ae.getActionCommand();
         if(str.equals("Yes")){
             mag="You pressed Yes.";
         else if (str.equals("No")) (
```

```
ves.addActionListener(this);
    no.addActionListener(this);
    maybe.addActionListener(this);
    addWindowListener (new WindowAdapter () {
        public void windowClosing (WindowEvent we) {
             System.exit(0);
    });
public void actionPerformed(ActionEvent ae) {
    String str=ae.getActionCommand();
    if (str.equals ("Yes")) {
        mag="You pressed Yes.";
    else if (str.equals ("No")) {
        mag="You pressed No.
    else(
        mag="iou nreceed
    repaint();
public vois paint (Graphics g) (
    g.drawString(msg,20,100);
public static void main (String args[]
    ButtonDemo appwin=new ButtonDemo();
    appwin.setSize (new Dimension (
    appwin.setTitle("
    appwin.setVisible(true
```







You pressed Undecided.