20/2/24

LAB-9

Source Code:

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

class SwingDemo{
    SwingDemo()
    {
        JFrame jfrm = new JFrame("Divider App");
        jfrm.setSize(275, 150);
        jfrm.setLayout(new FlowLayout());
        jfrm.setDefaultCloseOperation(JFrame.
                                      EXIT_ON_
                                      CLOSE);
        JLabel jlab = new JLabel("Enter
                                 the divident
                                 and divides:");
        JTextField ajtf = new JTextField(8);
        JTextField bjtf = new JTextField(8);

        JButton button = new JButton("
                                     Calculate");
        JLabel err = new JLabel();
        JLabel alab = new JLabel();
        JLabel blab = new JLabel();
        JLabel anslab = new JLabel();

        jfrm.add(err);
        jfrm.add(jlab);
        jfrm.add(ajtf);
        jfrm.add(bjtf);
```

```
jfm.add(button);
jfm.add(alab);
jfm.add(blab);
jfm.add(anslab);

ActionListener l = new ActionListener()
    {
        public void actionPerformed(ActionEvent
                                    evt)
    {
        System.out.println("Action event from
                            a text field");
    }
};

ajf.addActionListener(l);
bjf.addActionListener(l);

button.addActionListener(new ActionListener()
{
    public void actionPerformed(ActionEvent
                                evt){
        try{
            int a = Integer.parseInt(ajf.
                                getText());

            int b = Integer.parseInt(bjf.get
                                Text());

            int ans = a+b;

            alab.setText("\nA = "+a);
            blab.setText("\nB = "+b);
            anslab.setText("\nAns = "+ans);
    }
```

```
catch(NumberFormatException e)
{
    alab.setText(" ");
    blab.setText(" ");
    anslab.setText(" ");
    err.setText("Enter only Integers!");
}
catch(ArithmeticException e)
{
    alab.setText(" ");
    blab.setText(" ");
    anslab.setText(" ");
    err.setText("B should be NonZero!");
}
}};

jfm.setVisible(true);
}

public static void main(String args[])
{
    SwingUtilities.invokeLater(new Runnable()
    {
        public void run()
        {
            new SwingDemo();
        }
    });
}
```

OUTPUT:

Enter the divider and divident:

40	2

Calculate A=40 B=2 Ans=20

AWT Functions

- JFrame : It is a class in Java that is part of the swing library, which is used for creating graphical user interfaces in Java application.
- SetSize(); SetSize() is a method which is used with components such as JFrame, JPanel etc to set their size.
- setLayout(): It is a method which is used to set the layout manager for a container, such as JFrame or any other container component.

20/2/24

- setDefaultCloseOperation(): It is a method which is used to specify default close operation for a JFrame.
- JLabel: It is a class which is used to display non-editable text or image of a GUI.