→ Definition of the following functions

1. JFrame : It is a class that represents the window containing the graphical user interface. In this program 'JFrame' is created with the name "Divider App" and assigned to the variable 'jfrm'.

2. setSize : 'setSize' is a method of 'JFrame' class that sets the size of the frame. In this program, it is used to set the size of the frame to 220 pixels in width and 150 pixels in height.

3. setLayout: 'setLayout' is a method of the 'Container' class used to set the layout manager for the container. In this program 'FlowLayout' layout manager is set.

4. setDefaultCloseOperation : It is a method of the 'JFrame' class that sets the default operation when the frame is closed. In this program, 'JFrame.EXIT_ON_CLOSE' is set, meaning the application will terminate when frame is closed.

5. JLabel: 'JLabel' is a class used to display non editable text or image

6. JTextField : It is a class used to create a textfield component that allows the user to enter a text. In this program two 'JTextField' objects ('ajtf' and 'bjtf') are created to input dividend and divider

7. add: 'add' is a method of the 'Container' class used to add components to the container

8. ActionListener: It is an interface used to handle Action Events

9. setText. It is a method of the JLabel class used to set the text of the label dynamically. In this program 'setText' is used to update the labels 'alab', 'blab' and 'anslab' with calculated values or error messages.