

10) Divide two numbers and print Result

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

```
class Lab10 extends Frame implements ActionListener {
```

```
    TextField Num1, Num2;
```

```
    Button divide = new Button("Divide");
```

```
    float res = 0;
```

```
    String error = "";
```

```
    public Lab10() {
```

```
        setLayout (new BorderLayout());
```

```
        Num1 = new TextField (1);
```

```
        Num2 = new TextField (1);
```

```
        Label Num1L = new Label ("Num 1: ", Label.RIGHT);
```

```
        Label Num2L = new Label ("Num 2: ", Label.RIGHT);
```

```
        add (Num1L);
```

```
        add (Num1);
```

```
        add (Num2L);
```

```
        add (Num2);
```

```
        add (divide);
```

```
        addWindowListener (new WindowAdapter());
```

```
    }
```

```
    public void actionPerformed (ActionEvent ae) {
```

```
        if (ae.getSource() == divide) {
```

```
            #
```

try {

```
int n1 = Integer.parseInt(Num1.getText());  
int n2 = Integer.parseInt(Num2.getText());  
if (n2 <= 0)
```

```
throw new ArithmeticException("Error");
```

```
res = (float) n1 / n2;
```

```
} catch (NumberFormatException exception)
```

```
{
```

```
res = 0;
```

```
error = "Please enter an Integer!!";
```

```
} catch (ArithmeticException exception)
```

```
{
```

```
res = 0;
```

```
error = "Can not divide by zero!!";
```

```
}
```

```
repaint();
```

```
}
```

```
public void paint(Graphics g) {
```

```
g.drawString("Result:" + String.valueOf(res)
```

```
20, 100);
```

```
g.drawString("Error:" + error, 20, 150);
```

```
}
```

```
public static void main (String args [])
```

```
{  
    JLabel p = new JLabel ();
```

```
    p.setSize (new Dimension (400, 250));
```

```
    p.setTitle ("Daide");
```

```
    p.setVisible (true);
```

```
}
```

```
}
```

```
class JelinAdaptes extends JelinWindowAdaptes {
```

```
    public void windowClosing (JelinWindowEvent ew) {
```

```
    }
```