Write a program that creates a uses Interface to perform Integer division

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

class SwingDemo {
SwingDemo ()
{
    JFrame jfrm = new JFrame ("Divider Apf");
    jfrm.setSize (275,200);
    jfrm.setLayout (new FlowLayout ());
    jfrm.setDefaultCloseOperation (JFrame.EXIT_ON_
                                        close:");

    JLabel jlab = new JLabel ("Enter the Divider
    and dividend :");

    JTextField ajtf = new JTextField (8);
    JTextField ajtf = new JTextField (8);

    JButton button = new JButton ("Calculate");
```

```java
Jlabel ess = new Jlabel ();
Jlabel alab = new Jlabel ();
Jlabel dlab = new Jlabel ();
Jlabel anslab = new Jlabel ();


jfrm.add (ess);
jfrm.add (ilab);
jfrm.add (ajtf);
jfram.add (bjtf);
jfrm.add (button);
jfrm.add (alab);
jfrm.add (blab);
jfrm.add (anslab);


Action Listener 2 = new ActionListener ()
{

    public void actionPerformance (ActionEvent evt)
    {

        System.out.println ("Action event from a
                            text field");

    }
};
ajtf.addActionListener (2);
bjtf.addActionListener (1);
```

```java
button.addActionListener(new ActionListener(){
    public void actionPerformed(ActionEvent at)
    {
        try{
            int a = Integer.parseInt(ajtf.getText());
            int b = Integer.parseInt(bjtf.getText());
            int(b==0){
                throw new ArithmeticException();
            }
            int ans = a/b;

            alab.setText("\nA = "+a);
            blab.setText("\nB = "+b);
            anslab.setText("\nAns = "+ans);
            err.setText("");
        } catch(NumberformatException e){
            alab.setText("");
            blab.setText("");
            err.setText("Enter only Integers !");
        } catch(ArithmeticException e){
            alab.setText("");
            blab.setText("");
            anslab.setText("");
            err.setText("B should be NON zero !");
        }
    }
});
```

```java
        jfrm.setVisible (True);
    }
    public static void main (String sys [])?
    
    swing.Utilities.invokelates (new Runnable()?
        public void run()
        {
        
            new SwingDeno ();
        }
    });
    }
}
```
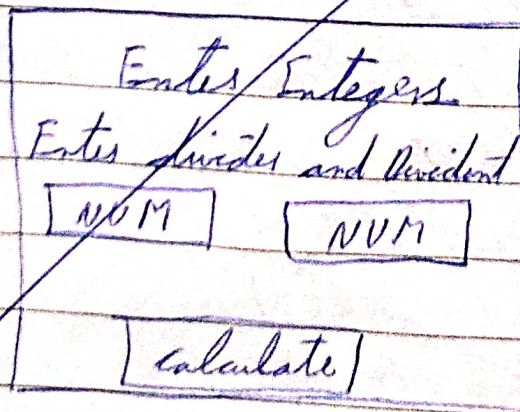
Output :-

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Enter Integers.
Enter divider and Dividend
[NUM]   [NUM]

[calculate]

Enter the divider and Divident

| 4 | 2 |

| Calculate | A=4 B=2 Ans=2

Enter Integers

| int | 2 |

Calculate

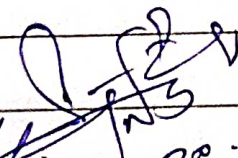Error: Action event from a text field

Enter divider and Divident

| 2 | 0 |

Calculate

Error: Text field element cannot be 0.

+ Functions Used:-

1) Jframe - Jframe class type is a container which inherits the java.awt.frames class. JFrame works like the main window where components like label, buttons, textfields are added to create GUI.

2) setsize :- This method of Java class is used to set of a vector. If the size is greater than the current size, null items are added to the end of the vector.

3) setlayout - Are used to arrange components in a particular manner and is used to control the positioning and size of the components in GUI forms.

4) setdefaultcloseoperation :- It plays an vital role in creating interactive applications. Its essential to handle close operations.

5) Jlabel — Used to place text in a container. It is used to display a single line of read only text.

6) Jtextfield — It is a text component that allows the editing of a single line text. It inherits JText Components class.

7) addframe — Used to add new frame in the GUI. it plays a vital role in GUI creation process.

8) addAction Listener — It is used to notify whenever you click on the button or menue item. It is notified against Action Event.

9) Set Text :- This method is used to set the new text into the BreakIterator used it as settext().

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