

Week-13 Lab Program
import java.awt.*;
import java.awt.event.*;

public class Prog1 extends Frame implements ActionListener,
KeyListener

TextField Num1, Num2;

Button divide = new Button("Divide");

Float res = 0;

String error = "";

public Prog1() {

setLayout(new FlowLayout());

Num1 = new TextField(10);

Num2 = new TextField(10);

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);

divide.addActionListener(this);

```
addWindowListener (new WinAdapter() {  
    }
```

```
public void actionPerformed (ActionEvent
```

```
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 = "Entered number is not an  
integer.";
```

```
}
```

```
catch (ArithmeticException exception) {
```

```
res = 0;
```

```
error = "You tried to divide by  
zero!!"
```

```
}
```

```
repaint();
```

```
}
```

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

```
g.drawString("Result : " + String.valueOf(res), 10, 100);
```

```
g.drawString("Error : " + error, 10, 150);
```

```
}
```

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

```
prog1 p = new prog1();
```

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

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

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

```
}
```

```
class WinAdapter extends WindowAdapter {
```

```
public void windowClosing(WindowEvent we) {
```

```
System.exit(0);
```

```
}
```

```
}
```