

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

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

```
public class Prog1 extends Frame implements ActionListener {
```

```
    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 e)
```

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

```
{
```

```
        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), 20, 100);
```

```
g.drawString ("Error : " + error, 20, 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 Window Adapter {
```

```
public void windowClosing (Window event we) {
```

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

```
}
```

```
}
```