4). Write a program that creates a user in to perform integer divisions. The user Enter two numbers in the text field, NUM1 & N The division of NUM1 & NUM2 is displayed in the Result field when Divide button i clicked. If NUM1 or NUM2 were not an integer, the program would throw a NumberFormatException. If Num1 were zero the program would throw an Arithmetic Exception Display the Exception in a message dialog box

CODE:-

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

    class SwingDemo {
        SwingDemo () {
            JFrame jfrm= new JFrame ("Divider App"
            jfrm. setSize (275, 150);
            jfrm. setLayout (new FlowLayout());
            jfrm. setDefaultclose operation (JFrame.Exit

        JLabel jlab= new JLabel (" Enter the divid
                                          and dividend
        JTextField aftf= new JTextField(8);
        JTextField bjtf= new JTextField (8);
        JButton button= new JButton ("calculat
```

```java
JLabel err= new JLabel();
JLabel alab= new JLabel();
JLabel blab= new JLabel();
JLabel anslab= new JLabel();

jfrm.add(err);
jfrm.add(jlab);
jfrm.add(ajtf);
jfrm.add(bjtf);
jfrm.add(button);
jfrm.add(alab);
jfrm.add(blab);
jfrm.add(anslab);

ActionListener listener = new ActionListener(){
    Public void action Perform(ActionEvent evt){
        System.out.println("Action event from a
                         text field");
    }
};

ajtf.addActionListener(listener);
bjtf.addActionListener(listener);
button.addActionListener(new ActionListener(){
    public void actionPerformed(ActionEvent evt)
    {
        try{ int a = Integer.ParseInt(ajtf.getText());
            int b= Integer.ParseInt(bjtf.getText());
            if(b==0){
                throw new ArithmeticException();}
            int ans = a/b
            alab.setText("\nA= "+a);
            blab.setText("\nB= "+b);
            anslab.setText("\nAns= "+ans);
            err.setText("");  }
```

```java
Catch (NumberFormatException e){
    err. setText (" Enter only Intergers!");
}

Catch (ArithmeticException e){
    err. setText (" B should be    Non zero!");
}}};
    jfrm. setVisible (true);
}

Public static void main (String args[]){
    system.out.println ("fathosh s 2023BM502586");
    SwingUtilities. invokeLater (new Runnable (){
        public void run (){
            new SwingDemo ();
        }});}}
```

output :-

Santhosh-S   2023BM02586

| 20 | | 0 |

[Calculate]

B Should be Non zero!

[   ]   [   ]

[Calculate]

Enter only Integers

Functions :-

JFrame:-
Represents the main window of a GUI application. It can provide functionalities to create, manipulate and manage top-level containers. We can add buttons Text field using this.

SetSize :-
Set Size (int width, int height) is a method of the JFrame class used to set size of the frame window in pixels.

Set layout :
Set Layout (LayoutManager layout) is a method of the container which chooses how components inside the window are arranged. Elayout

Jlabel:
Displays the text or images on the window.

JField :
Provides an editable text box for user input.

add Frame :
Used to add new Frame.

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