Write a program that creates a user interface to perform integer divisions. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num2 were not an integer, the program would throw a NumberFormat Exception. If Num2 were zero, the program would throw an Arithmetic Exception. Display the exception in a message dialog box.

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


class SwingDemo {
    private JFrame jfrm;
    private JTextfield ajtf, bjtf;
    private JLabel alab, blab, anslab, err;

    public SwingDemo() {
        jfrm = new JFrame("Divider App");
        jfrm.setsize(275, 200);
        jfrm.setLayout(new FlowLayout());
        jfrm.setDefault CloseOperation(JFrame.EX
                                    IT_ON_CLOSE);
        JLabel jlab = new JLabel("Enter the
                                divider and dividend.");
        ajtf = new JTextField(8);
        bjtf = new JTextField(8);
        JButton button = new JButton("calculate");
        err = new JLabel();
        alab = new JLabel();
        blab = new JLabel();
        anslab = new JLabel()
```

```java
jfrm.add(err);
j.frm.add(jlab);
j.frm.add(ajtf);
j.frm.add(bjtf);
j.frm.add(button);
j.frm.add(alab);
j.frm.add(blab);
j.frm.add(anslab);

button.addActionListner(new ActionListner()){
    public void actionperformed(ActionEvent evt){
        calculate Division();
    }
});

jfrm.setVisible(true);
}


private void calculateDivision(){
    try {
        int a = Integer.parseInt(ajtf.getText());
        int b = Integer.parseInt(bjtf.getText());
        if (b==0){
            throw new ArithmeticException("Division by zero!");
        }
        int ans = a/b;
        alab.setText("A = " + a);
        blab.setText("B = " + b);
        anslab.setText("Ans = " + ans);
        err.setText(" ");
    } catch (NumberFormatException e){
        alab.setText(" ");
        blab.setText(" ");
        anslab.setText(" ");
```

```
        err. setText ("B should be non-zero!");
      }
   }

   public static void main (String args[]){
      swingUtilises. invokeLater(new Runnable(){
         public void run() {
            new swingDemo();
         }
      });
   }
}
```

Output :-

Enter the divider and dividend

[4]   [1]

[Calculate].   A = 4   B = 1   Ans = 4 "

Functions :-

1) JFrame :- It is a top level container in Java string that represent a window with as title bar, border and optional member.

2) Setsize :- It is used to setsize of the frame.

3) Setlayout :- This line sets the layout manager for the frame to flowlayout. which arranges components from left to right in a flow like mannar.

4) Add :- This line adds the user label to the frame.

5) Setvisible :- This line makes the frame visible.

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