1. 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 is displayed in the

Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a

NumberFormatException. If Num2 were Zero, the program would throw an Arithmetic Exception Display the exception in a message dialog box.(Open ended program)

```
import javax.swing.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
public class IntegerDivisionApp {
  public static void main(String[] args) {
      frame.setDefaultCloseOperation(JFrame.EXIT ON CLOSE);
      frame.setLayout(new GridLayout(4, 2, 10, 10));
      JLabel label1 = new JLabel("Num1:");
      JTextField textField1 = new JTextField();
      JTextField textField2 = new JTextField();
      frame.add(label2);
       frame.add(textField2);
       frame.add(resultField);
       frame.add(divideButton);
```

```
divideButton.addActionListener(new ActionListener() {
          public void actionPerformed(ActionEvent e) {
                 int num1 = Integer.parseInt(textField1.getText());
                  resultField.setText(String.valueOf(result));
                  JOptionPane.showMessageDialog(frame, "Please enter valid
integers.", "Number Format Error", JOptionPane.ERROR MESSAGE);
                  JOptionPane.showMessageDialog(frame, "Cannot divide by zero.",
tLayout(new GridLayout(rows:4. cols:2. hgap:10.
                          Integer Division
  Num1:
                                    10
% Num2:
                                    2
```

2. Demonstrate Inter process Communication and deadlock(both the programs attached)

5

Divide

```
public class DeadlockDemo {
   public static void main(String[] args) {
     final Object resource1 = "Resource1";
     final Object resource2 = "Resource2";

   Thread thread1 = new Thread(() -> {
        synchronized (resource1) {
```

Result:

```
System.out.println("Thread1 locked Resource1");
                   Thread.sleep(100);
                   e.printStackTrace();
                   Thread.sleep(100);
                   e.printStackTrace();
      thread1.start();
Thread1 locked Resource1
Thread2 locked Resource2
```