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Lab Program 10 : AWT

```java
import java.awt.*;
import java.awt.event.*;
class DivisionInteger extends Frame implements ActionListener {
TextField num1TextField;
TextField num2TextField;
Button calculate;
int a,b;
float result;
String msg = "Enter the numbers";
public DivisionInteger() {
setLayout (new FlowLayout()),
calculate = new Button ("Calculate");
num1TextField = new TextField (5);
Lablel num1Label = new Label ("Number 1", Label.RIGHT),
num2TextField = new TextField (5);
Label num2Label = new Label ("Number 2", Label.RIGHT);
add (num1Label);
add (num1TextField);
add (num2Label);
add (num2TextField);
add (calculate);
num1TextField.addActionListener (this);
num2TextField.addActionListener (this);
calculate.addActionListener (this);


addWindowListener (new MyWindowAdapter ());
}
```

```java
public void actionPerformed (ActionEvent ae) {
    Try {
        result = divideNumbers ();
        msg = (" The result is " + result );
        repaint ();
    }

    catch ( ArithmeticException e) {
        msg = "Divide By zero not allowed . " + e ;
        repaint ();
    }
}


public float divideNumbers () {
    a = Integer. parseInt ( num1 TextField. getText ());
    b = Integer. parseInt ( num2 TextField . getText ());
    if (b== 0) {
        throw new Arithmetic Exception ();
    }
    return (float) a/b ;
}


public void paint (Graphics g) {
    g. drawString (msg, 50, 100);
}


public static void main (String args []) {
    DivisionInteger div = new DivisionInteger ();
    div. setSize (new Dimension ( 500, 500));
    div. setTitle (" Division Calculator");
    div. setVisible (true);
}
}
```

```
class MyWindowAdapter extends WindowAdapter {
  public void windowClosing (WindowEvent event) {
    System.exit(0);
  }
}
```