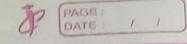
Lab program - 10 import java aut event . \*; class Pivision 2 extendo framo implemento Achanhisteres. E Frame f: Textfield &f1; Textfield tf2; TextField + f3; Button b; Dialog d1; Direision 1 () { Set Size (300,300); sct Visible (true); Set Layout (null); addWindowsListenes (new Windows Adapter () {

public reaid windows Closing (Windows Execut. acros) {

dispose (); tf1 = new TextField ("Number 1"); tf 2. setBunds (10, 70, 200, 30); add (tfx); b = new Button ("/"); b. setbourds (10, 110, 200, 30);



b. adolpetian Listener (this); add(b); tf3 = new Text Field ("output"); tf3. Set Bourds (10,150,200,30); add (tf3); public recid action Performed (Action Event e) ? tays String num1 = HI get Text(); int not = Integer poorsetot (num 1) String numa = tf2. get Text(); int nu? = Enteger peaseInt(num 2); int result = no Hand; tf3. setText (Intoges to String (result)); Catch (Number Format Exception od) & dI = new Dialogal f, "ever", true); Lable l = new Lable (" " +ed); d1. add (1); d1. setSize(300,50); d1 . set Visible (true); catch (Arithamatic Exception e1) { d1= new Dialog (f, "ears", true); table 1 = neve table ("" +e1); d1. add (l); d1 set Stre (300, 50); d1 set visible (true); 3 } }

public class Labpreg 10 9

public static world main (String (Jargs) 9

Direision d = new Direision 1(); coil sition ( stanger of Petron Essent 8