MB -10	Yashwanth Kiran.
	18M19CS18T
	3D Bootch -2
	Phys
import java.awt. *;	
import java. aut. event. *;	
class MyDialog extends Dialog implement	ts Actionlistener f
Prog 1 p;	
MyDialog (Frame parents, String title) {	
super (parent, title, false); sotlayout (new Flawlayout ());	
sotlayout (new Flowlayout ());	
sotSize (300,150);	
p = (Prog1) parent;	
Button b = new Button ("OK");	
label 1 = new label ("Error: " + p. error)	1
add(1);	
add(b);	
b. add Action listener (this);	
2	
5	
public void action Performed (Action Event ae)) {
dispose ();	
}	
}	

public class Prog 1 extends Frame implements Actionlistener &
Text Field Nums, Nums;
Button divide = new Button ("Divide");
float no = 0;
public string error = "";
Public Proga () S
setlayout (new Flowlayout ());
Num1 = new Text Field (1);
Num 2 = new Text field (1);
label 1 Num 1 = new Label (" Num 1: " Label , RIGHT);
Label 1 Num 21 = new Label ("Num 2:1", Label RIGHT);
add (Num1L);
add (Num 1):
add (Num 21);
add (Num 2);
add (divide);
divide. add Action Listener (this);
addwindowlistener (new WinAdapter ());
?
)
publicaoid actionPerformed (Action Event ac) {
if (ac. get Source () = = divide) {
trys
J (
int n1 = Integer parge Int (Num1. get Text ());
int n2 = Integer name T 1 (n)
int n2 = Integer. parseInt (Num 2. get Text ()); if (n2 <=0) {
? throw new Arithmetic Exception ("Error");
Touchart Simu

```
res = (float) n1/n2;
repaint ();
} catch (Number Format Exception exception) {
  System.out.println (exception);
   error = "Entered no. is not an integer."
   repaint ();
} catch (Arithmotic Exception exception) {
   System. out println (exception);
   error = "You tried to divide by zero";
  if (res = = 0) {
     System.out. println (this error);
    MyDialog d = new MyDialog (this, "Error");
    d. setVisible (trule);
public void paint (Graphics g) }
 q. draw String ("Result:" + string. value of (res), 20, 100)
```

```
public static void main (String Margs) {
       Brog 1 p = new Prog 1();
   p. set Size (new Dimension (400, 100));
  p. set Title ("Divide");
  poset Visible (true);
class WinAdapter extends Window Adapter?
   public void window Closing (Window Event we) {
      System. exit (0);
```