

LAB PROGRAM: 10

```
import java.awt.*;  
import java.awt.event.*;  
public class lab10 extends JFrame implements ActionListener
```

```
{  
    TextField num1, num2;  
    Button divide = new Button("Divide");  
    float res = 0;  
    String error = " ",  
    public lab10()
```

```
{  
    setLayout (new FlowLayout());  
    num1 = new TextField(1);  
    num2 = new TextField(1);  
    Label result = new Label("num1:", Label.RIGHT);  
    Label error = new Label("num2:", Label.RIGHT);  
    add(num1);  
    add(num2);  
    add(divide);  
    divide.addActionListener(this);  
    addWindowListener (new WinAdapter());  
}
```

```
public void actionPerformed (ActionEvent ae)
```

```
{  
    if (ae.getSource() == divide)
```

```
    try  
    {
```

```
        int n1 = Integer.parseInt (num1.getText());  
        int n2 = Integer.parseInt (num2.getText());  
        res = (float) n1/n2;
```

```
    } catch (NumberFormatException | Exception error) {
```



```

        res = 0;
        error = "entered no. not integer";
    } catch (ArithmeticException) {
        res = 0;
        error = "you divided by 0";
    }
    repaint();
}

public void paint (Graphics g)
{
    g.drawString ("result : " + String.valueOf(res), 20, 20);
    g.drawString ("error : " + error, 20, 150);
}

public static void main (String args[])
{
    labo l = new labo ();
    l.setSize (new Dimension (400, 400));
    l.setTitle ("Divide");
    l.setVisible (true);
}
}

class WinAdapter extends WindowAdapter
{
    public void window (WindowEvent we)
    {
        System.exit (0);
    }
}

```

Procedure :-

• Create 2 textfield objects num1 & num2.

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- Create divide button.
- Create function to help divide the entered nos.
& look for exceptions.