Lab- Program - 10

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```
import java.awt.*;
import java.awt.event.*;
class lab10 extends Frame implements ActionListener{
TextField num1tf, num2tf;
Label num1Label, num2Label;
Button calculate;
int a,b;
float result;
String msg = "Enter the numbers to be divided";
public lab10(){
setLayout(new FlowLayout());
calculate = new Button("Calculate");
num1tf = new TextField(5);
num1Label = new Label("Num1", Label.RIGHT);
num2tf = new TextField(5);
add(calculate);
add(num1Label);
add(num1tf);
add(num2label);
add(num2tf);
num1tf.addActionListener(this);
num2tf.addActionListener(this);
calculate.addActionListener(this);
addWindowListener(new MyWindowAdapter());
}
public void actionPerformed(ActionEvent ae){
  try{
```

```
result = divideNumbers();
msg = ("The result is "+result);
repaint();
} catch(NumberFormatException e) {
    msg = "Number is not Integer "+e;
repaint();
} catch(ArithmeticException e){
    msg = "\n Divide by zero not allowed "+e;
    repaint();
}
}
public float divideNumbers(){
    a = Integer.parseInt(num1tf.getText());
    b = Integer.parseInt(num2tf.getText());
    if(b==0){
        throw new ArithmeticException();
    }
    return (float)a/b;
}
public void paint(Graphics g){
    g.drawString(msg, 50,100);
}
public static void main(String args[]){
    lab10 div = new lab10();
    div.setSize(new Dimension(500, 500));
    div.setTitle("Division Calculator");
    div.setVisible(true);
}
}
```