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LAB PROGRAM 10: Write a program that creates a user interface to perform integer divisions. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a NumberFormatException. If Num2 were Zero, the program would throw an Arithmetic Exception Display the exception in a message dialog box.

```
import java.awt.*;
import java.awt.event.*;
class lab10 extends Frame implements ActionListener{
 TextField num1tf;
 TextField 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("Num 1",Label.RIGHT);
 num2tf=new TextField(5);
 num2Label=new Label("Num 2",Label.RIGHT);
 add(num1Label);
 add(num1tf);
 add(num2Label);
 add(num2tf);
 add(calculate);
```

```
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="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 Calculater");
 div.setVisible(true);
 }
}
class MyWindowAdapter extends WindowAdapter{
 public void windowClosing(WindowEvent event){
 System.exit(0);
 }
}
```

OUTPUT