```
game.java × v quiz.java × v wordtest.java ×
                                                                                   Division.java ×
import java.awt.*;
import java.awt.event.*;
public class Division extends Frame implements ActionListener{
     TextField num1, num2, result;
     Button b1;
     String msg="";
     public Division()
         setLayout(new FlowLayout());
Label num1p=new Label("Number1: ",Label.RIGHT);
Label num2p=new Label("Number2: ",Label.RIGHT);
          | b1=new Button("Divide");
Label resultp=new Label("Result: ",Label.RIGHT);
          num1=new TextField(12);
num2=new TextField(12);
result=new TextField(12);
          add(num1p);
          add(num1);
          add(num2p);
          add(num2);
          add(b1);
          add(resultp);
          add(result);
          num1.addActionListener(this);
          num2.addActionListener(this);
          b1.addActionListener(this);
          addWindowListener(new WindowAdapter()
               public void windowClosing(WindowEvent we){
                    System.exit(0);
               }
          });
     }
```





