

```
1 import java.awt.*;
2 import java.awt.event.*;
3
4 class SampleDialog extends Dialog implements ActionListener
5 {
6     Division div;
7     SampleDialog(Frame parent, String title)
8     {
9         super(parent, title, false);
10        div=(Division)parent;
11        setLayout(new FlowLayout());
12        setSize(400, 150);
13        add(new Label(div.msg));
14        Button b;
15        add(b = new Button("OK"));
16        b.addActionListener(this);
17    }
18
19    public void actionPerformed(ActionEvent ae)
20    {
21        dispose();
22    }
23 }
24
25
26 public class Division extends Frame implements ActionListener
27 {
28     String msg = "";
29     String msg1 = "";
30     TextField n1, n2, res;
31     Button b;
32     Label result = new Label("Result :", Label.RIGHT);
33
34     public Division()
35     {
36
37         setLayout(new FlowLayout());
38         Label num1 = new Label("Number 1 : ", Label.RIGHT);
39         Label num2 = new Label("Number 2 : ", Label.RIGHT);
40         Button div = new Button("Divide");
41         n1 = new TextField(10);
42         n2 = new TextField(10);
43         res = new TextField(35);
44
45         add(num1);
46         add(n1);
47         add(num2);
48         add(div);
49     }
50
51     public void actionPerformed(ActionEvent ae)
52     {
53         if(div.getLabel().equals("Divide"))
54         {
55             msg1 = n1.getText();
56             msg2 = n2.getText();
57             if(msg1.equals("") || msg2.equals(""))
58                 result.setText("Enter Both Numbers");
59             else
60                 result.setText("Result is " + (Integer.parseInt(msg1) / Integer.parseInt(msg2)));
61         }
62     }
63 }
```

}

```
public class Division extends Frame implements ActionListener
{
    String msg = "";
    String msg1 = "";
    TextField n1, n2, res;
    Button b;
    Label result = new Label("Result :", Label.RIGHT);
    public Division()
    {
        setLayout(new FlowLayout());
        Label num1 = new Label("Number 1 : ", Label.RIGHT);
        Label num2 = new Label("Number 2 : ", Label.RIGHT);
        Button div = new Button("Divide");
        n1 = new TextField(10);
        n2 = new TextField(10);
        res = new TextField(35);

        add(num1);
        add(n1);
        add(num2);
        add(n2);
        b = (Button)add(div);
        add(result);
        add(res);

        n1.addActionListener(this);
        n2.addActionListener(this);
        b.addActionListener(this);

        addWindowListener(new WindowAdapter()
        {
            public void windowClosing(WindowEvent we)
            {
                System.exit(0);
            }
        });
    }

    Run | Debug
    public static void main(String[] args)
    {
        Division appwin = new Division();
        appwin.setSize(new Dimension(450, 180));
        appwin.setTitle("Integer-Division");
        appwin.show();
    }
}
```

```
Run | Debug
public static void main(String[] args)
{
    Division appwin = new Division();
    appwin.setSize(new Dimension(450, 180));
    appwin.setTitle("Integer-Division");
    appwin.setVisible(true);
}

public void actionPerformed(ActionEvent ae)
{
    if(!(n1.getText().equals("")) && !(n2.getText().equals("")))
    {
        try
        {
            msg1 = ""+(Integer.parseInt(n1.getText()) / Integer.parseInt(n2.getText()));
            res.setText(msg1);
        }
        catch(NumberFormatException e)
        {
            msg = "ERROR : Enter ONLY Integers!";
            res.setText("");
            SampleDialog d = new SampleDialog(this, "ERROR");
            d.setVisible(true);
        }
        catch(ArithmeticException e)
        {
            msg = "ERROR : Divisor CANNOT be ZERO!";
            res.setText("");
            SampleDialog d = new SampleDialog(this, "ERROR");
            d.setVisible(true);
        }
        else
        {
            msg = "ERROR : Number fields should NOT be EMPTY!";
            res.setText("");
            SampleDialog d = new SampleDialog(this, "ERROR");
            d.setVisible(true);
        }
        //repaint();
    }
}
```

X

four.png

