

Week 12lab program 10.

```
import java.util.*;  
import java.lang.String;  
import java.awt.*;  
import java.awt.event.*;  
import javax.swing.*;  
public class Division extends JFrame implements  
    ActionListener
```

```
{  
    TextField n1, n2, res;  
    Label l1, l2, lres;  
    Button b;
```

```
    public Division()  
    {  
        setLayout(new FlowLayout());  
        Label l1 = new Label("NUM1", Label.RIGHT);  
        Label l2 = new Label("NUM2", Label.RIGHT);  
        Label lres = new Label("RESULT", Label.RIGHT);  
        n1 = new TextField(12);  
        n2 = new TextField(8);  
        res = new TextField(10);  
        b = new Button("DIVIDE");
```



```

        add(c11);
        add(n1);
        add(12);
        add(n2);
        add(b);
        add(res);
        add(res);
        b.addActionListener(this);
        addWindowListener(new MyWindowAdapter());
    }
    public void actionPerformed(ActionEvent ae)
    {
        if (ae.getSource() == b)
        {
            try
            {
                int num1 = Integer.parseInt(n1.getText());
                int num2 = Integer.parseInt(n2.getText());
                int num3 = num1 / num2;
                res.setText(String.valueOf(num3));
            }
            catch (NumberFormatException ne)
            {
                JOptionPane.showMessageDialog(this, ne, "ERROR",
                    JOptionPane.ERROR_MESSAGE);
            }
        }
    }

```



```
catch (ArithmeticException a)
```

```
{
```

```
    JOptionPane.showMessageDialog(this, a, "ERROR",  
        JOptionPane.ERROR_MESSAGE);
```

```
}
```

```
}
```

```
}
```

```
public static void main (String args[])
```

```
{
```

```
    Division i = new Division ();
```

```
    i.setSize (new Dimension (400, 400));
```

```
    i.setTitle ("INTEGER DIVISION OF TWO  
NUMBERS");
```

```
    i.setVisible (true);
```

```
}
```

```
class MyWindowAdapter extends WindowAdapter
```

```
{
```

```
    public void windowClosing (WindowEvent we)
```

```
    {
```

```
        System.exit (0);
```

```
    }
```

```
}
```

```
}
```