AB 10 import java ant ;; import java ant event , ; public class Division entends Frame implements Action Listener & Action Listener & Trame & Trame & ialog my Pialog; mydialog = her Dialog (this, "new Dialog, msg; Tentield num 1, num2, sues; Button Divis Jublic Division () { Settagent (new Flont eyent ()); l, = new Label (" Dividend", L 1 = men label (" Dividend" Label RIGHT);

1 = new label (" Divisor" Label RIGHT);

1 = new Label (" Result" Label RIGHT);

T. Man 10" mum 1 = new Tentfield (10) 3 Mum 2 = neng Tentfeld (10); fres = new Tentield (10); div = new Button (tende?); add (li); add (Num1); add(/2); odd (num2); add (la); add (res); add(div); div. add Actionhistener (men Myneinder Adepter ();

classmate Void actionPerformed Action Event num 1 = 0; sum 2 = 0;

public Void paint (Graphies 9)?
g. drawsbung (msg., 80,108); Public Static Void main (String (7 args)?

Division approin = new thision ();
approin. settite (rew Dimension (480, 280));
apprin. Settitle (60 Division"); ¿ appwin. Set Vicible (true); Class Dialog entends Dialog & Dialog & Dialog (Frame parent, String title, String msg) {
Super (parent, title, Jalse);
Setlayout (new Flowlayout ()); Setsize (300, 300); Button b; (abel (msg)); b. add Action Listener ((ae) > dispose (); add Windows istener (new Window Adapter () Julie Void Windowclosing (Window Erkent