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import java.awt.*;
import java.awt.event.*;
class Division1 extends Frame implements ActionListener{
    Frame f;
    TextField tf1;
    TextField tf2;
    TextField tf3;
    Button b;
    Dialog d1;
    Division1(){
        setSize(300,300);
        setVisible(true);
        setLayout(null); //to colse window
addWindowListener(new WindowAdapter(){
    public void windowClosing(WindowEvent aew){
        dispose();
    }
});
        //textfield1 initialization
tf1 = new TextField("Number1");
tf1.setBounds(10,30,200,30); add(tf1);
//textfield2
tf2 = new TextField("Number2");
tf2.setBounds(10,70,200,30);
add(tf2); //division button creation
b = new Button("/");
b.setBounds(10, 110, 200, 30);
b.addActionListener(this);
add(b); //textfield3 initialization
tf3 = new TextField("Output");
tf3.setBounds(10,150,200,30);
    add(tf3);
}
public void actionPerformed(ActionEvent e){
    try{
        String num1=tf1.getText();
        int nu1=Integer.parseInt(num1);
        String num2=tf2.getText();
        int nu2=Integer.parseInt(num2);
        int result = nu1/nu2;
        tf3.setText(Integer.toString(result));
    }
    catch(NumberFormatException e2){
        d1 = new Dialog(f,"error",true);
Label l = new Label(""+e2);

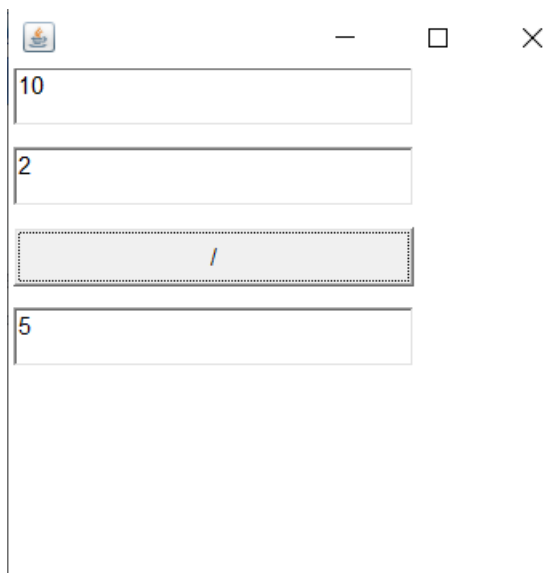
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d1.add(1);
d1.setSize(300,50);
d1.setVisible(true);
}
catch(ArithmeticException e1){
d1 = new Dialog(f,"error",true);
Label l = new Label(""+e1);
d1.add(1);
d1.setSize(300,50);
d1.setVisible(true);
}
}
}
public class App {
public static void main(String[] args) {
Division1 d = new Division1();
}
}

```

Output:



A screenshot of a Java Swing window titled "Division1" with a light blue icon. The window contains four text input fields. The first field contains "10", the second contains "2", the third is empty and has a dashed border, and the fourth contains "5". A red diagonal line is visible in the third field.