Lab - 11 - AWT

```
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);

    addWindowListener(new WindowAdapter(){
        public void windowClosing(WindowEvent
                                  we){
            dispose();
        }
    });

tf1=new TextField("Number 1");
tf1.setBounds(10,30,200,30);
add(tf1);
```

```
tf2 = new TextField ("Number 2");
tf2.setBounds (10, 70, 200, 30);
add (tf2);

b = new Button ("/");
b.setBounds (10, 110, 200, 30);
b.addActionListener (this);
add (b);

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 (" "+e1);
        d1.add (l);
```

```
d1.setSize(300,50);
d1.setVisible(true);
}
}
}
public class App{
    public static void main(String args[]){
        Division1 d= new Division1();
    }
}
```