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Lab program 9

```
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;

class SwingDemo
{
    SwingDemo()
    {
    JFrame jfrm = new JFrame("Divider App");
    jfrm.setSize(275,150);
    jfrm.setLayout(new FlowLayout());
    jfrm.setDefaultCloseOperation(JFrame.
                                  EXIT_ON_CLOSE);
JLabel jlab = new JLabel("Enter the divider
                          and divident:");
JTextField ajtf = new JTextField(8);
JTextField ajtf = new JTextField(8);
JButton button = new JButton("calculate");
JLabel err = new JLabel();
JLabel alab = new JLabel();
JLabel blab = new JLabel();
JLabel anslab = new JLabel();

jfrm.add(err);
jfrm.add(jlab);
jfrm.add(ajtf);
jfrm.add(bjtf);
jfrm.add(button);
jfrm.add(alab);
jfrm.add(blab);
```

```
frm.add(anslab);

ActionListener l= new ActionListener()
{
   public void actionPerformed(ActionEvent evt
   {
   System.out.println("Action event from a
                       text field");
    }
};
 ajtf.addActionListener(l);
 bjtf.addActionListener(l);

button.addActionListener(new ActionListener()
{
  public void actionPerformed(ActionEvent evt)
{
  try{
    int a= Integer.parseInt(ajtf.getText());
    int b= Integer.parseInt(bjtf.getText());
    int ans = a/b;

    alab.setText("\nA = " +a);
    blab.setText("\nB = " +b);
    anslab.setText("\nAns = "+ans);
  }
  catch(NumberFormatException e)
     {
       alab.setText(" ");
       blab.setText(" ");
       anslab.setText(" ");
       evt.setText("Enter only Integers!");
```

```
        }
    catch(ArithmeticException e)
        {
            alab.setText(" ");
            blab.setText(" ");
            anslab.setText(" ");
            e.setText("B should be NON zero!");
        }
    }
});
    jfm.setVisible(true);
}
public static void main(String args[])
{
    SwingUtilities.invokeLater(new Runnable()
    {
        public void run()
        {
            new SwingDemo();
        }
    });
}
}
```

output

Enter only Integers!
Enter the divider and divident:
12 01
calculate.

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B should be NOW zero!
Enter the divider and divident:
12 0
calculate.

Enter the divider and divident:
12 3
calculate. A=12 B=3 Ans=4.

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- JFrame: JFrame is a class in the Swing library that represents a window with a title bar and border in a GUI application.

- setSize: This method of the 'JFrame' class sets the size of the window to the specified width and height in pixels.

- setLayout: This method of the 'Container' class sets the Layout manager for arranging components within the container.

- setDefaultCloseOperation: This method of the 'JFrame' class sets the default close operation for the frame. The 'operation' parameter specifies what action should be taken when the user closes the window.

- JLabel: 'JLabel' is a swing component used to display text or an image on a GUI. It is typically used to provide descriptive text or captions for other components.

- JTextField: This is a swing component used to allow the user to input a single line of text. It provides a text editing area where the user can type and edit text.

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- addActionListener: This method of the 'AbstractButton' class registers an action listener to be notified when the button is clicked.

- setText: This method of the 'JLabel' or 'JTextField' class sets the text content of the label or text field to the specified string.