LAB-10

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

                public class Lab10 extends Frame
                implements ActionListener{
                    TextField t1,t2;
                    String msg="";
                    Button btn;
                    Lab10(){
                        Label l1 = new Label("First
                Number: ",Label.RIGHT);
                        t1 = new TextField(10);
```

```
            Label l2 = new Label("Second
Number: ",Label.RIGHT);

            t2 = new TextField(10);
            btn = new Button("Submit");
            //Label l = new
Label("Updates:");

        l1.setBackground(Color.YELLOW);

        l2.setBackground(Color.YELLOW);
            //this.setResizable(false);
            this.add(l1);
            this.add(t1);
            this.add(l2);
            this.add(t2);
```

```
        //the following command will
make sure that the input char is not
visible to the user
        //(it has been added just to
demonstrate). Can be used for
passwords.
        //t1.setEchoChar('*');
        //t2.setEchoChar('#');

    this.add(btn,BorderLayout.CENTE
R);
        this.setVisible(true);
        this.setSize(600, 300);
        this.setLayout(new
FlowLayout(FlowLayout.CENTER,20,1
0));
        //t1.addActionListener(this);
        btn.addActionListener(this);
```

```
            addWindowListener(new
MyWindow());

        setBackground(Color.YELLOW);

        //System.out.println(BorderLayout.
CENTER);
        }
        @Override
        public Insets getInsets() {
            return new
Insets(50,10,10,20);

        }

        @Override
        public void
actionPerformed(ActionEvent e) {
```

```
            String st1 = t1.getText();
            String st2 = t2.getText();
            double n1,n2;
            n1 = 0.0;
            n2 = 0.0;
            if(st1.equals("")||st2.equals(""))
{

                msg="You cannot leave
the text elements blank";
            }else{
                try {
                    n1 =
Double.parseDouble(st1);
                    n2 =
Double.parseDouble(st2);
                    try {
```

```
                    double res =
n1/n2;
                    msg = "Result of
division: "+res;

        }catch(ArithmeticException e1) {
                    msg =
e1.toString();
                }

        }catch(NumberFormatException
e2) {
                msg = "Enter only
numbers and not other things";
            }
        }
        new MyDialog(this,"Result
Dialog",false,msg,n1,n2);
```

```
	}
	public static void main(String[]
args) {
		new Lab10();
	}
}

class MyDialog extends Dialog
implements ActionListener{

	public MyDialog(Frame owner,
String title, boolean modal,String msg,
double n1, double n2) {
		super(owner, title, modal);
		this.setVisible(true);
		this.setSize(300, 400);
		this.setLayout(new
FlowLayout());
```

```
            //System.out.println(owner);
            Label l1 = new Label("
Updates on the result:          ");
            //l1.setSize(300, 20);
            this.add(l1);
            this.add(new Label("First
Number: "+n1));
            this.add(new Label("Second
Number: "+n2));
            this.add(new Label(msg));

            Button b = new
Button("Close");
            this.add(b);
            b.addActionListener(this);
            this.addWindowListener(new
WindowAdapter() {
```

```
                public void
windowClosing(WindowEvent e) {
                    dispose();
                }
            });
        }

        @Override
        public void
actionPerformed(ActionEvent e) {
            dispose();

        }


}
```

```
class MyWindow extends
WindowAdapter{
        public void
windowClosing(WindowEvent e) {
                System.exit(0);
        }
}
```