```
import java.awt.*;
import java.awt.event.*;
class DivisionInteger extends Frame implements ActionListener{
  TextField num1TextField:
  TextField num2TextField;
  Button calculate:
  int a,b;
  float result;
  String msg="Enter the numbers";
  public DivisionInteger(){
    setLayout(new FlowLayout());
    calculate=new Button("Calculate");
    num1TextField=new TextField(5);
    Label num1Label=new Label("Number 1",Label.RIGHT);
    num2TextField=new TextField(5);
    Label num2Label=new Label("Number 2",Label.RIGHT);
    add(num1Label);
    add(num1TextField);
    add(num2Label);
    add(num2TextField);
    add(calculate);
    num1TextField.addActionListener(this);
    num2TextField.addActionListener(this);
    calculate.addActionListener(this);
    addWindowListener(new MyWindowAdapter());
  public void actionPerformed(ActionEvent ae){
    try{
       result=divideNumbers();
       msg=("The result is "+result);
       repaint();
    }catch(NumberFormatException e){
       msg="Number is not Integer."+e;
       repaint();
    }catch(ArithmeticException e){
       msg="Divide By zero not Allowed."+e;
       repaint();
    }
  public float divideNumbers(){
```

```
a=Integer.parseInt(num1TextField.getText());
     b=Integer.parseInt(num2TextField.getText());
     if(b==0)
       throw new ArithmeticException();
     }
     return (float)a/b;
  }
  public void paint(Graphics g){
     g.drawString(msg,50,100);
  }
  public static void main(String args[]){
     DivisionInteger div=new DivisionInteger();
     div.setSize(new Dimension(500,500));
    div.setTitle("Division Calculater");
     div.setVisible(true);
  }
class MyWindowAdapter extends WindowAdapter{
  public void windowClosing(WindowEvent event){
     System.exit(0);
  }
}
```

Number 1 32 Number 2 4 Calculate

The result is 8.0

