

Java Lab Program 10

Code:

```
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);  
    }  
}
```

Output: