

AWT Program:

Date ___/___/___

Saathi

```
import java.awt.*;  
import java.awt.event.*;  
import java.util.*;  
  
public class extends WindowAdapter implements  
ActionListener  
{  
    Button div;  
    Dialog d, d1;  
    TextField num1, num2;  
    TextField ans;  
    Label l1;  
    Frame f;  
    String n1, n2;  
    public divgui()  
    {
```

```
        Scanner sc = new Scanner(System.in);  
        f = new Frame("INTEGER DIVISION");  
        div = new Button("DIVIDE");  
        div.addActionListener(this);  
        l1 = new Label("CLICK ON BUTTON TO  
DIVIDE");
```

```
        num1 = new TextField("NUMBER 1");  
        num2 = new TextField("NUMBER 2");  
        ans = new TextField("ANSWER");  
        f.add(l1);  
        f.add(num1);  
        f.add(num2);  
        f.add(ans);  
        f.add(div);
```


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```
f. setSize(800, 800);
f. setVisible(true);
f. setLocationRelativeTo(f);
f. setLocation(new Point(400, 200));
f. setLayout(new FlowLayout());
```

```
public void actionPerformed(ActionEvent ae)
```

```
{
    if (ae.getActionCommand().equals("DIVIDE"))
```

```
{
    try
```

```
{
    int a = Integer.parseInt(num1.getText());
    int b = Integer.parseInt(num2.getText());
    int c = a/b;
```

```
ans. setText() (Integer to String);
} catch (ArithmeticException e) {
```

```
    d = new Dialog(f, "ERROR", true);
    Label l2 = new Label("You divided  
By zero");
```

```
d.add(l2);
```

```
d.addWindowListener(this);
```

```
d.pack();
```

```
d.setLocationRelativeTo(f);
```

```
d.setLocation(new Point(100, 100));
```

```
d.setSize(500, 500);
```

```
d.setVisible(true);
```

```
} catch (NumberFormatException e) {
```

```
d = new Dialog(f, "ERROR", true);
Label l2 = new Label("You have Entered wrong
format");
```

```
d.add(l2);
d.addWindowListener(this);
d.pack();
d.setLocationRelativeTo(f);
d.setLocation(new Point(100, 100));
d.setSize(500, 500);
d.setVisible(true);
```

```
{
}
}
```

```
public void windowClosing(WindowEvent we) {
    d.setVisible(false);
}
```

```
public static void main(String[] args) {
    SwingGUI obj = new SwingGUI();
```

```
}
```

```
class MyWindowAdapter extends Window
Adapter {
    public void windowClosing(WindowEvent we) {
        System.exit(0);
    }
}
```