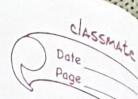
public class AWT Division extends Frame implements ActionListener ?

Textfield tf1, tf2;

Label 1.

Button b;



Main () { tf 1= new Text-Field(). tf 1, set Bounds (75, 50, 200, 25). tf2 = new TextField(); tf2. setBounds (75, 100, 200, 25); l= new Label (); 5= new Button ("Divide"); b. Set Bounds (125, 200, 100, 50). b, addActionListener (this); add(tfi); add (tfz), SetSize(350, 350); Set Visible (true). public void action performed (Action Frent e) try & coloid oppositional 2 1900 900 String ni= tfl, get Text(); String n2 = tf2, get Text(); int q= Integer, paraeInt (ni) Integer, paris Int (n2). If C(Z'nt) Math. floor (Math. log 10 (Math.

elscif ((int), floor (math. 10g 10 (math. abs)) + 1) == 2)

ales (9) +1) ==1)

Width = 75.

width = 90.

x = (350 - width) /2; LiserBounds (x, 150, width, 50); LiserText ("Onotient;" +9); add(1);

new diglog ERIZ();

Catch (Anithmehic Exception Ze) {

Liset Bounds (125, 150, 100, 50);

Liset Text ("Cannot divide by Zero");

add (1);

3

Catch (Exception ex) {
System. out, print(n(ex);
}

public Studic Void main (String [] arge) {
new Main ().
}