

```

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

public class ButtonDemo extends Frame implements ActionListener{

    String msg="";

    Button yes,no,maybe;

    public ButtonDemo(){

        setLayout(new FlowLayout());

        yes=new Button("Yes");

        no=new Button("No");

        maybe=new Button("Undecided");

        add(yes);

        add(no);

        add(maybe);

        yes.addActionListener(this);

        no.addActionListener(this);

        maybe.addActionListener(this);

        addWindowListener(new WindowAdapter(){

            public void windowClosing(WindowEvent we){

                System.exit(0);

            }

        });

    }

    public void actionPerformed(ActionEvent ae){

        String str=ae.getActionCommand();

        if(str.equals("Yes")){

            msg="You pressed Yes";

        }

        else if(str.equals("No")){

            msg="You pressed No";

        }

        else{

```

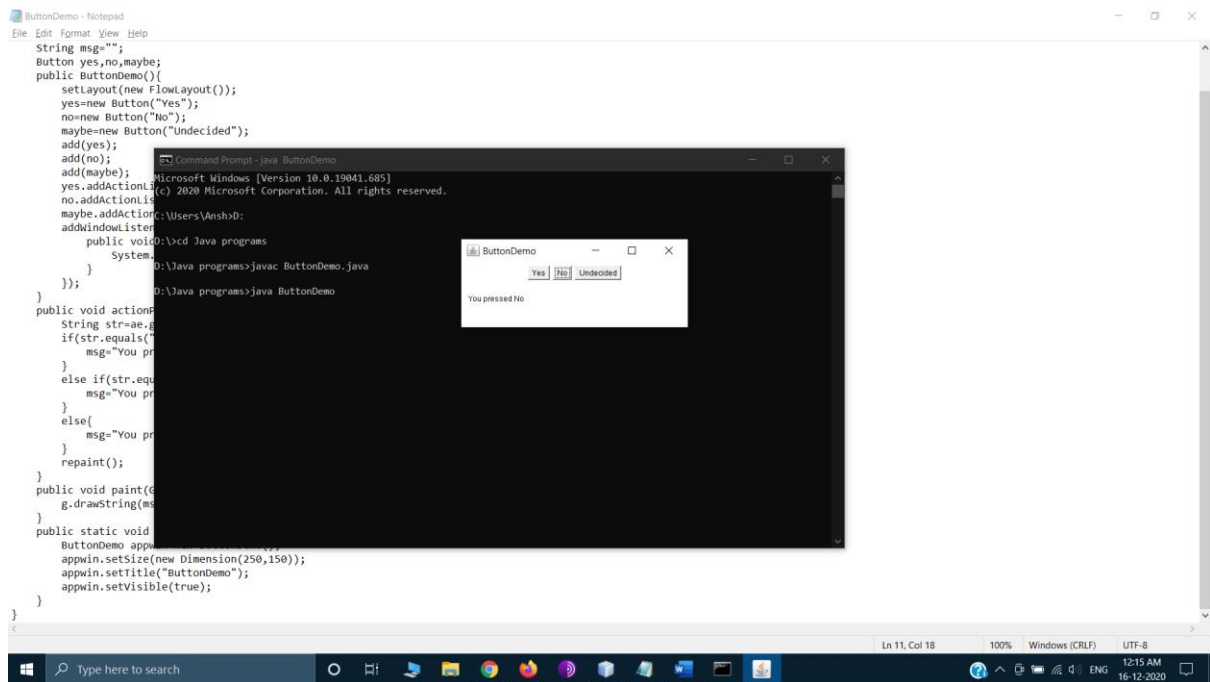
The image shows a Java IDE with the following code in `ButtonDemo.java`:

```
String msg="";
Button yes,no,maybe;
public ButtonDemo(){
    setLayout(new FlowLayout());
    yes=new Button("Yes");
    no=new Button("No");
    maybe=new Button("Undecided");
    add(yes);
    add(no);
    add(maybe);
    yes.addActionListener(
        no.addActionListener(
            maybe.addActionListener(
                public void actionPerformed() {
                    System.out.println("You pressed " + msg);
                }
            ));
    public void actionPerformed(ActionEvent e) {
        String str=e.getActionCommand();
        if(str.equals("Yes"))
            msg="You pressed Yes";
        else if(str.equals("No"))
            msg="You pressed No";
        else if(str.equals("Undecided"))
            msg="You pressed Undecided";
        repaint();
    }
    public void paint(Graphics g) {
        g.drawString(msg, 10, 10);
    }
    public static void main(String[] args) {
        ButtonDemo appwin=new ButtonDemo();
        appwin.setSize(new Dimension(250,150));
        appwin.setTitle("ButtonDemo");
        appwin.setVisible(true);
    }
}
```

The Command Prompt shows the compilation command:

```
D:\Java programs>javac ButtonDemo.java
```

The Java application window titled "ButtonDemo" displays three buttons: "Yes", "No", and "Undecided". Below the buttons, it says "You pressed Yes".



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

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

```
public class TextFieldDemo extends Frame implements ActionListener{
```

```
    TextField name,pass;
```

```
    public TextFieldDemo(){
```

```
        setLayout(new FlowLayout());
```

```
        Label namep=new Label("Name:",Label.RIGHT);
```

```
        Label passp=new Label("PASSWORD:",Label.RIGHT);
```

```
        name=new TextField(12);
```

```
        pass=new TextField(8);
```

```
        pass.setEchoChar('*');
```

```
        add(namep);
```

```
        add(name);
```

```
        add(passp);
```

```
        add(pass);
```

```
        name.addActionListener(this);
```

```
        pass.addActionListener(this);addWindowListener(new WindowAdapter (){
```

```
        public void windowClosing(WindowEvent we){  
            System.exit(0);  
        }  
    });  
}  
public void actionPerformed(ActionEvent ae){  
    repaint();  
}  
public void paint(Graphics g){  
    g.drawString("Name:"+name.getText(),20,100);  
    g.drawString("Selected Text in name:"+name.getSelectedText(),20,120);  
    g.drawString("Password:"+pass.getText(),20,140);  
}  
public static void main(String args[]){  
    TextFieldDemo appwin=new TextFieldDemo();  
    appwin.setSize(new Dimension(380,180));  
    appwin.setTitle("TextFieldDemo");  
    appwin.setVisible(true);  
}  
}
```

