**GUI07 JButton**

**Directions**

The second graphical component we will add to our GUI programs is the button. The Java class that creates buttons is called **JButton**. The process used to add a button to a window is the same as the one used to add a label.

**Step 1 :** create a JButton variable  
**Step 2 :** create a JButton object and store its reference in the JButton variable  
**Step 3 :** set the attributes for the button (location, size, color, etc.)  
**Step 4 :** add the JButton to the content pane of the frame

Create a java file named GUI07 and copy the code below into the file.

import java.util.\*;

import java.awt.\*;

import javax.swing.\*;

import java.awt.event.\*;

public class GUI07 extends JFrame

{

// Step 1 : create JButton variable

private JButton button;

public GUI07()

{

// Step 2 : create a JButton object and store its reference in the JButton variable

button = new JButton("Button");

// Step 3 : set the attributes for the button (location, size, color, etc.)

button.setLocation(50,50);

button.setSize(100, 50);

// Step 4: add the JButton to the content pane of the frame

getContentPane().add(button);

// set frame attributes

setLayout(null);

setSize(500, 500);

setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

getContentPane().setBackground(Color.white);

setVisible(true);

}

// main method

public static void main(String[] args)

{

GUI07 app = new GUI07(); // run program

}

}

**Modifications**

1. Modify the program so that has two buttons. The first button should display the word "OK" and the second button should display the word "Cancel".
2. The OK button should be located at coordinate (100, 400) with a size of 80 x 30.
3. The Cancel button should be located at coordinate (300, 400) with a size of 80 x 30.

As you probably know, buttons are designed so that when users click on them they respond by performing some type of action. We will see how to do that in the next lesson.

**Source File**

GUI07.java

**Sample Run**

