import javax.swing.JFrame;

import java.awt.event.ActionListener;

import java.awt.event.ActionEvent;

import javax.swing.Timer;

import javax.swing.JLabel;

import javax.swing.JButton;

public class contador extends JFrame{

int valor=0;

JLabel lb1 = new JLabel("Botones para reloj");

Timer reloj = new Timer(1000, new ActionListener() {

@Override

public void actionPerformed(ActionEvent e) {

String Impri = "contador: "+Integer.toString(valor);

lb1.setText(Impri);

valor=valor+1;

}

});

contador(){

lb1.setBounds(250,200,60,40);

JButton btn1 = new JButton("inicio");

btn1.setBounds(1,200,80,40);

btn1.addActionListener(new ActionListener() {

public void actionPerformed (ActionEvent e) {

reloj.start();

}

});

JButton btn2 = new JButton ("parar");

btn2.setBounds(101,200,80,40);

btn2.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e){

reloj.stop();

}

});

JButton btn3 = new JButton ("reset");

btn3.setBounds(201,200,80,40);

btn3.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e){

valor=0;

}

});

add(btn1);

add(btn2);

add(btn3);

add(lb1);

//crear ventana y hacerla visible

setSize(300, 400);

setVisible(true);

}

public static void main (String args[]){

new contador();

}

}