1) Button List

impart java. aut. *; import java. aut event*

class Buttoulist extends trame implements Action listenen &

> String wag = " ", Button blist [] = new Button [3];

public buttoulist () {

Setlayout (new flowlayout ());

Button yes = new Button (" Yes");

Buttou NO = new Buttou ("No"); neu Buttou (" vudecland Button maybe =

blist [0] = (Button) add (res);

blist[1] = (Button) add (No);

blist [2] = (Buttown add (maybe),

for (int i = 0) i < 3 ; i ++) {

blist [i]. add Actionlistener (this),

addwindowlistener (new Mywindow Adoptercy)

```
public void actionPerformed (ActionEvent ae) q
           for (int i = 0; ix3; i++) {
                if ( ae get Source () = = blist [i]) {
                        msg = " you pressed " +
                                     blist [i]. getlobel();
       repaint ();
 public void paint (braphics g) &
q. drawstring (msg, 20, 100),
class ButtonlistDemo &
        Public Static void main ( String [ ] args) {
             Buttoulist b = new Buttoulist (1)
              b. set Size (new Dimension (230, 150));
              b. set Title (" Button List");
              b. set visible (true)
        My Window Adapter extends Window Adapter &
          Mangrophia ) Enjeron moprier pion significant mest
                    System exit(0);
```

2) Text field Demo

imposit java. other aust. *;
imposit java. aust. event. *;
class Textfield Demo extends Frame implements

Textfield name, pass;
public Textfield Demos) {

settayout (new flowlayout (1);

Labelt namel = new Label ("Name!"

Actionlistener 9

Label passel = new label (" Password!",

Label RIGHT);

name = new Textfield (12);

pass = new Textfield (8);

pass. set Echo Char ('*');

add (name);

add (paci L);

add (pass);

name. add Actionlistener (this!)

pass. add Action Listener (this);

addwindowListener (new MywindowAdappy)

ny

```
void actionPerformed (ActionEvent ae)?
            repaint ();
         void paint (bysaphics g) 2
             g. drow String ("Name:" + name. getter
                                           (1, 6,60);
             g. draw String (" selected text in name:"
                                  + name. get Selected Text
                                              ,6,80);
            g. draw string (" Pass: " + pass. get Text(1, 6,100).
      etatic void main ( string [] args) &
Public
      Textflow Demot t = new Textfile Demol);
       t. set size ( new Dimension ( 600, 2501);
       t. setTitle (« textbox demo ");
       t. set visible (true);
     My Window Adapter extends Window Adapter &
      public void window Closing (window Event well
           System exit(0);
```