

Labprogram_Extra_1

(15/12/2020)

Q) BUTTON LIST

-----INSTRUCTIONS-----

```
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 if(str.equals("UNDECIDED")){
        msg = "YOU PRESSED UNDECIDED";
    }
    repaint();
}
public void paint(Graphics g){
    g.drawString(msg,20,100);
}
public static void main(String[] args){
    ButtonDemo appwin = new ButtonDemo();
    appwin.setSize(new Dimension(250,150));
    appwin.setTitle("ButtonDemo");
    appwin.setVisible(true);
}
}
```

-----OUTPUT-----



