```java
1
2  // Button Class Exaple : to create simple button
3  import java.awt.*;
4  import java.awt.event.*;
5
6  public class ButtonEvent1 extends Frame implements ActionListener{
7
8      TextField tf=new TextField();
9
10     ButtonEvent1()
11     {
12
13
14         tf.setBounds(100,100,200,40);
15         add(tf);
16
17         Button b = new Button("Submit");
18         b.setBounds(100,150,100,40);
19         b.addActionListener(this); // Important line of code
20         add(b);
21
22
23
24
25         setSize(400,400);
26         setLayout(null);
27         setVisible(true);
28
29     }
30
31     public void actionPerformed(ActionEvent e)
32     {
33         tf.setText("Welcome to YCP ");
34     }
35
36     /**
37      * @param args the command line arguments
38      */
39     public static void main(String args[]) {
40         // TODO code application logic here
41         ButtonEvent1 myobj = new ButtonEvent1();
42     }
43 }
44
```