

```

1
2 // Button Class Exaple : to create simple button
3 import java.awt.*;
4 import java.awt.event.*;
5
6 public class ButtonEvent2 extends Frame{
7
8     TextField tf=new TextField();
9     Button b = new Button("Submit");
10    Button b2 = new Button("Discard");
11
12    ButtonEvent2()
13    {
14
15
16        tf.setBounds(100,100,200,40);
17        add(tf);
18
19
20        b.setBounds(100,150,100,40);
21        add(b);
22        b.addActionListener(new ActionListener(){
23            public void actionPerformed(ActionEvent e)
24            {
25                tf.setText("Welcome to YCP ");
26            }
27        });
28
29
30
31        b2.setBounds(250,150,100,40);
32        add(b2);
33        b2.addActionListener(new ActionListener(){
34            public void actionPerformed(ActionEvent e)
35            {
36                tf.setText("");
37            }
38        });
39
40
41
42
43
44
45
46        setSize(400,400);
47        setLayout(null);
48        setVisible(true);
49    }
50
51
52    /**
53     * @param args the command line arguments
54     */
55    public static void main(String args[]) {
56        // TODO code application logic here
57        ButtonEvent2 myobj = new ButtonEvent2();
58    }
59 }
60

```