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import java.util.*;
import java.lang.String;
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{
            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("ButtenDemo");  
    appwin.setVisible(true);  
}  
  
}
```

