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import java.util.*;
import java.lang.String;
import java.awt.*;
import java.awt.event.*;

public class Button Demo extends Frame
    implements ActionListener {
    String msg = "";
    Button yes, no, maybe;
    public Button Demo () {
        setLayout (new FlowLayout ());
        yes = new Button ("yes");
        no = new Button ("No");
        maybe = new Button ("Indulged");

        add (yes);
        add (no);
        add (maybe);
        yes.add ActionListener (this);
        no.add ActionListener (this);
        maybe.add ActionListener (this);

        add WindowListener (new WindowAdapter () {
            public void window closing
                (WindowEvent e) {
                System.exit (0);
            }
        });
    }
}

```



```

public void
actionPerformed (ActionEvent ae) {
    String str = ae.getActionCommand();
    if (str.equals("Yes")) {
        msg = "You pressed Yes";
    }
    else {
        msg = "You pressed Undeleted";
    }
    addWindowListener (new WindowAdapter() {
        public void windowClosing (WindowEvent we) {
            System.exit(0);
        }
    });
}

public void paint (Graphics g) {
    g.drawString (msg, 20, 100);
}

public static void main (String[] args) {
    ButtonDemo appWin = new
    ButtonDemo();
    appWin.setSize(
    ButtonDemo());
    appWin.setVisible(true);
}

```



```
Dimension (250, 150);  
appmin Set Title ("Button Demo");  
appmin Set Visible (true);  
{  
}
```

```
}
```