

i What do you mean by push Button? Which interface is use for creating buttons.

→ A push button is a component that contains a label and that generates an event when it is pressed. Push buttons are objects of type Button. Usign Buttons perhaps the most widely used control is the push button. A push button is a component that contains a label and that generates an event when it is pressed.

■ ActionListener interface is use for creating buttons.

ii Discuss Constructor and methods of any push button in AWT Controls.

→ Constructor:

- Button() → Constructs a button with an empty string for its label.
- Button(string text) → Constructs a new button with specified Label.

Methods:

- void addActionListener(ActionListener) → Add the specified action listener to receive action events from this button.
- void addNotify() → creates the peer of the button.
- string getLabel() → Get the label of this button
- void setLabel(string label) → sets the button's label to be the specified string.