```java
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("MAYBE");

        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";
        }
```

```java
37        else {
38        msg = "You pressed MAYBE";
          }
          repaint();
41        }
42        public void paint(Graphics g) {
43        g.drawString(msg,20,100);
44        }
45        public static void main(String args[]) {
46        ButtonDemo appwin= new ButtonDemo();
47
48        appwin.setSize(new Dimension(250,150));
49        appwin.setTitle("ButtonDemo");
50        appwin.setVisible(true);
51
52        }
53    }
```