**Program 10:**

**Title:** "Java Swing Program: Creating Buttons with JFrame Inheritance".

**Problem Description:** Develop a Java program using Swing to create a button and add it to a JFrame object inside the main method. Additionally, you should inherit the JFrame class without explicitly creating an instance of the JFrame class.

**Method:** Program should demonstrate the creation of a Swing button and its addition to a JFrame object, while also showcasing inheritance of the JFrame class.

**Theory Reference:** Module 5 Page no:859

**Code:**

**import javax.swing.\*;**

**import java.awt.event.\*; // For action events**

**class swingapp extends JFrame {**

**swingapp(){**

**setTitle("Swing Button with Inheritance");**

**setLayout(null);**

**JButton button = new JButton("Click Me!");**

**button.setBounds(100, 100, 120, 40);**

**add(button);**

**button.addActionListener(new ActionListener() {**

**@Override**

**public void actionPerformed(ActionEvent e) {**

**JOptionPane.*showMessageDialog*(null, "Button Clicked!");**

**}**

**});**

**setSize(400, 300);**

**setVisible(true);**

**setDefaultCloseOperation(JFrame.*EXIT\_ON\_CLOSE*);**

**}**

**}**

**public static void main(String[] args) {**

**// Create the frame on the event dispatching thread.**

**SwingUtilities.*invokeLater*(new Runnable() {**

**public void run() {**

**new swingapp();**

**}});**

**}**

**}**