javaTpoint

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Java AWT Button

The button class is used to create a labeled button that has platform independent implementation. The application result in some action when the button is pushed.

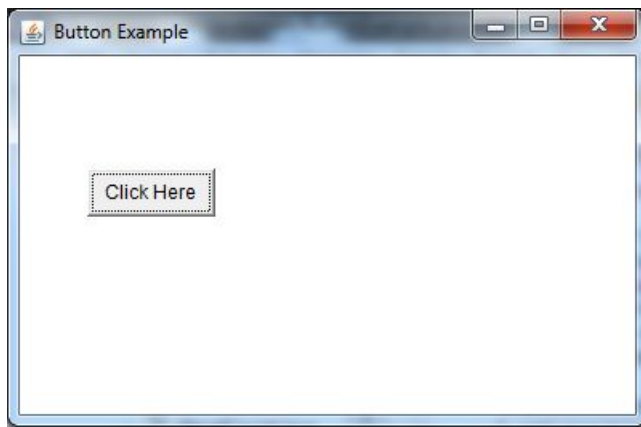## AWT Button Class declaration

```
public class Button extends Com
```

Java AWT Button Example

```
import java.awt.*;
public class ButtonExample {
public static void main(String[] a
    Frame f=new Frame("Button E
    Button b=new Button("Click H
    b.setBounds(50,100,80,30);
    f.add(b);
    f.setSize(400,400);
    f.setLayout(null);
    f.setVisible(true);
}
}
```

Output:

Java AWT Button Example with ActionListener

```java
import java.awt.*;
import java.awt.event.*;
public class ButtonExample {
public static void main(String[] a
    Frame f=new Frame("Button E
    final TextField tf=new TextFie
    tf.setBounds(50,50, 150,20);
    Button b=new Button("Click H
    b.setBounds(50,100,60,30);
    b.addActionListener(new Actio
{
    public void actionPerformed(A
{
        tf.setText("Welcome to
    }
});
    f.add(b);f.add(tf);
    f.setSize(400,400);
    f.setLayout(null);
    f.setVisible(true);
}
}
```
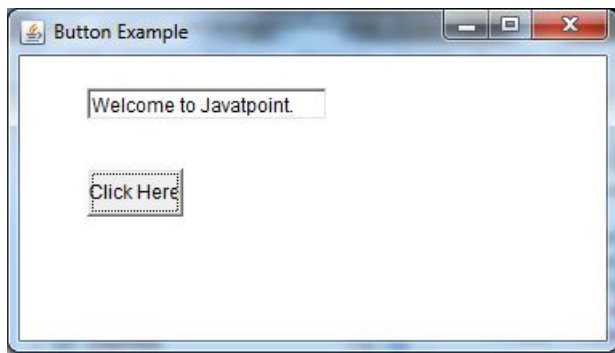
Output:

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