button package

```java
package button;//required imports
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;

public class greeting2 {
    /**
     * Declare objects
     */
    static JLabel label;
    static JButton btnClick;
    static JButton btnItalian;

    //method to create GUI
    private static void guiApp() {

        //Create and set up the window.
        JFrame frame = new JFrame("Simple GUI");
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        //create and st up components
        JPanel panel = new JPanel();
        label = new JLabel("Text me!");
        btnClick = new JButton("Send text!");
        btnClick.setActionCommand("english");
        btnItalian = new JButton("Diff text!");
        btnItalian.setActionCommand("italian");

        //create a new ButtonHandler instance
        ButtonHandler onClick = new ButtonHandler();
        btnClick.addActionListener(onClick);
        btnItalian.addActionListener(onClick);

        panel.add(btnClick);
        panel.add(btnItalian);
        panel.add(label);

        frame.add(panel);
        frame.setSize(250,100);
        frame.setVisible(true);
    }

    //create custom event handler
    private static class ButtonHandler implements ActionListener {
        public void actionPerformed(ActionEvent e){
            //which button?
            String command = e.getActionCommand();
            //give message
            if(command.equals("english")){
```

```java
                label.setText("Hello world!");
            } else {
                label.setText("Ciao!");
            }
        }
    }

    //main method to run the GUI
    public static void main(String[] args) {
        javax.swing.SwingUtilities.invokeLater(new Runnable() {
            public void run() {
                guiApp();
            }
        });
    }
}
```