**JButton**

JButton class provides the functioning of push button. JButton allows an icon, string or both associated with a button.

**JButton** class provides functionality of a button. JButton class has three constuctors,

**JButton**(Icon *ic*)

**JButton**(String *str*)

**JButton**(String *str*, Icon *ic*)

It allows a button to be created using icon, a string or both. JButton supports **ActionEvent**. When a button is pressed an **ActionEvent** is generated.

**Example using JButton**

import javax.swing.\*;

import java.awt.event.\*;

import java.awt.\*;

public class NetparamSwing **extends** JFrame

{

NetparamSwing()

{

JButton bt1 = new JButton("Yes");//Creating a Yes Button.

JButton bt2 = new JButton("No");//Creating a No Button.

setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE) //setting close operation.

setLayout(new FlowLayout()); //setting layout using FlowLayout object

setSize(400, 400); //setting size of Jframe

add(bt1); //adding Yes button to frame.

add(bt2); //adding No button to frame.

setVisible(true);

}

public static void main(String[] args)

{

new NetparamSwing();

}

}

