

```
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("Undecided");

    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."; }

    else

    { msg = "You pressed Undecided."; }
```

```
repaint();
```

```
}
```

```
public void paint(Graphics g)
```

```
{ g.drawString(msg, 20,100); }
```

```
public static void main(String args[])
```

```
{ ButtonDemo appwin = new ButtonDemo();
```

```
appwin.setSize(new Dimension(250,150));
```

```
appwin.setTitle("ButtonDemo");
```

```
appwin.setVisible(true);
```

```
}
```

```
}
```

You Pressed Yes.

You pressed No.

You pressed Undecided