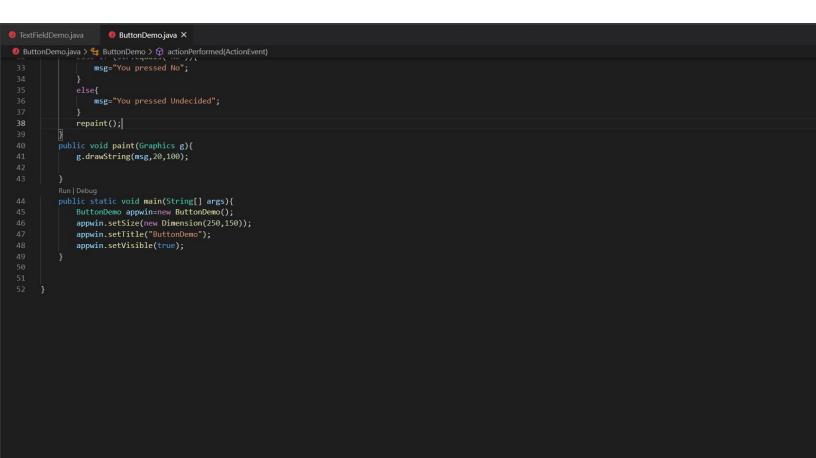
```
TextFieldDemo.java
                      ButtonDemo.java X

■ ButtonDemo.java > ★ ButtonDemo > ★ actionPerformed(ActionEvent)

       import java.awt.*;
       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";
                   msg="You pressed Undecided";
               repaint();
```



≜ ButtonDemo - 🗇 × Yes No Undecided

You pressed No

























≜ ButtonDemo - 🗇 × Yes No Undecided

You pressed Undecided



























≜ ButtonDemo - 🗇 × Yes No Undecided

You pressed Yes











```
TextFieldDemo.java
      import java.awt.*;
      import java.awt.event.*;
      public class TextFieldDemo extends Frame implements ActionListener {
          TextField name, pass;
          public TextFieldDemo () {
              setLayout(new FlowLayout());
              Label namep=new Label("Name: ",Label.RIGHT);
              Label passp=new Label("Password: ",Label.RIGHT);
              name=new TextField(12);
              pass=new TextField(8);
              pass.setEchoChar('?');
              add(namep);
              add(name);
              add(passp);
              add(pass);
              name.addActionListener(this);
              pass.addActionListener(this);
              addWindowListener(new WindowAdapter() {
                  public void windowClosing (WindowEvent we) {
                      System.exit(0);
          public void actionPerformed(ActionEvent ae) {
              repaint();
          public void paint(Graphics g) {
              g.drawString("Name: "+name.getText(), 20, 100);
              g.drawString("Selected text in name: "+name.getSelectedText(), 20, 120);
              g.drawString("Password: "+pass.getText(), 20, 140);
          public static void main(String[] args) {
              TextFieldDemo appwin=new TextFieldDemo();
              appwin.setSize(new Dimension(380,180));
```

TextFieldDemo.java ×

ButtonDemo.java

appwin.setTitle("TextFieldDemo");

```
● TextFieldDemo.java X
                      ButtonDemo.java
TextFieldDemo.java
               add(pass);
               name.addActionListener(this);
               pass.addActionListener(this);
               addWindowListener(new WindowAdapter() {
                   public void windowClosing (WindowEvent we) {
                       System.exit(0);
           public void actionPerformed(ActionEvent ae) {
               repaint();
           public void paint(Graphics g) {
               g.drawString("Name: "+name.getText(), 20, 100);
               g.drawString("Selected text in name: "+name.getSelectedText(), 20, 120);
               g.drawString("Password: "+pass.getText(), 20, 140);
           public static void main(String[] args) {
               TextFieldDemo appwin=new TextFieldDemo();
               appwin.setSize(new Dimension(380,180));
               appwin.setTitle("TextFieldDemo");
               appwin.setVisible(true);
```

Name: Good Evening Selected text in name: Even Password: 3456



























