

TextFieldDemo.java

ButtonDemo.java X

ButtonDemo.java > ButtonDemo > actionPerformed(ActionEvent)

```

1  import java.awt.*;
2  import java.awt.event.*;
3  public class ButtonDemo extends Frame implements ActionListener{
4      String msg="";
5      Button yes,no,maybe;
6      public ButtonDemo(){
7          setLayout (new FlowLayout());
8          yes=new Button("Yes");
9          no=new Button("No");
10         maybe=new Button("Undecided");
11
12         add(yes);
13         add(no);
14         add(maybe);
15         yes.addActionListener(this);
16         no.addActionListener(this);
17         maybe.addActionListener(this);
18
19         addWindowListener(new WindowAdapter(){
20             public void windowClosing (WindowEvent we){
21                 System.exit(0);
22             }
23         });
24     };
25 }
26
27 public void actionPerformed(ActionEvent ae){
28     String str =ae.getActionCommand();
29     if(str.equals("Yes")){
30         msg="You pressed Yes";
31     }
32     else if (str.equals("No")){
33         msg="You pressed No";
34     }
35     else{
36         msg="You pressed Undecided";
37     }
38     repaint();
39 }

```

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32     }
33     msg="You pressed No";
34 }
35 else{
36     msg="You pressed Undecided";
37 }
38 repaint();
39 }
40 public void paint(Graphics g){
41     g.drawString(msg,20,100);
42 }
43 }
44 Run | Debug
45 public static void main(String[] args){
46     ButtonDemo appwin=new ButtonDemo();
47     appwin.setSize(new Dimension(250,150));
48     appwin.setTitle("ButtonDemo");
49     appwin.setVisible(true);
50 }
51 }
52 }

```

Yes No Undecided

You pressed No

Yes No Undecided

You pressed Undecided

Yes No Undecided

You pressed Yes

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```

1  import java.awt.*;
2  import java.awt.event.*;
3
4  public class TextFieldDemo extends Frame implements ActionListener {
5      TextField name,pass;
6      public TextFieldDemo () {
7          setLayout(new FlowLayout());
8          Label namep=new Label("Name: ",Label.RIGHT);
9          Label passp=new Label("Password: ",Label.RIGHT);
10         name=new TextField(12);
11         pass=new TextField(8);
12         pass.setEchoChar('?');
13
14         add(namep);
15         add(name);
16         add(passp);
17         add(pass);
18
19         name.addActionListener(this);
20         pass.addActionListener(this);
21
22         addWindowListener(new WindowAdapter() {
23             public void windowClosing (WindowEvent we) {
24                 System.exit(0);
25             }
26         });
27     }
28     public void actionPerformed(ActionEvent ae) {
29         repaint();
30     }
31     public void paint(Graphics g) {
32         g.drawString("Name: "+name.getText(), 20, 100);
33         g.drawString("Selected text in name: "+name.getSelectedText(), 20, 120);
34         g.drawString("Password: "+pass.getText(), 20, 140);
35     }
36
37     Run | Debug
38     public static void main(String[] args) {
39         TextFieldDemo appwin=new TextFieldDemo();
40         appwin.setSize(new Dimension(380,180));
41         appwin.setTitle("TextFieldDemo");

```

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17         add(pass);
18
19         name.addActionListener(this);
20         pass.addActionListener(this);
21
22         addWindowListener(new WindowAdapter() {
23             public void windowClosing (WindowEvent we) {
24                 System.exit(0);
25             }
26         });
27     }
28     public void actionPerformed(ActionEvent ae) {
29         repaint();
30     }
31     public void paint(Graphics g) {
32         g.drawString("Name: "+name.getText(), 20, 100);
33         g.drawString("Selected text in name: "+name.getSelectedText(), 20, 120);
34         g.drawString("Password: "+pass.getText(), 20, 140);
35     }
36     Run | Debug
37     public static void main(String[] args) {
38         TextFieldDemo appwin=new TextFieldDemo();
39         appwin.setSize(new Dimension(380,180));
40         appwin.setTitle("TextFieldDemo");
41         appwin.setVisible(true);
42     }

```

Name: Password:

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