

```
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        add(yes);
12        add(no);
13        add(maybe);
14        yes.addActionListener(this);
15        no.addActionListener(this);
16        maybe.addActionListener(this);
17        addWindowListener(new WindowAdapter(){
18            public void windowClosing(WindowEvent we){
19                System.exit(0);
20            }
21        });
22    }
23    public void actionPerformed(ActionEvent ae){
24        String str=ae.getActionCommand();
25        if(str.equals("Yes"))
```

```
18         public void windowClosing(WindowEvent we){
19             System.exit(0);
20         }
21     });
22 }
23 public void actionPerformed(ActionEvent ae){
24     String str=ae.getActionCommand();
25     if(str.equals("Yes"))
26         msg="You pressed Yes.";
27     else if(str.equals("No"))
28         msg="You pressed No.";
29     else
30         msg="You presed Undecided";
31     repaint();
32 }
33 public void paint(Graphics g){
34     g.drawString(msg,20,100);
35 }
36 public static void main(String args[]){
37     ButtonDemo appwin=new ButtonDemo();
38     appwin.setSize(new Dimension(250,150));
39     appwin.setTitle("ButtonDemo");
40     appwin.setVisible(true);
41 }
42 }
43 }
```



You pressed No.

Yes No Undecided

You pressed Yes.

You pressed Undecided