

• 4. Underjar Buktorsleedone  
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?

```
b2.register(this);  
f.add(b2);
```

1. `setLayout(null)`:-

Public void clicked()  
{  
    txt.SetText("Hello");

```
Frame f ;
TextField tf ;
Button b1, b2 ;
TwoToOne(Scaling S)
{
    f = new Frame(S) ;
    tf = new TextField() ;
    tf.setBounds(——) ;
    f.add(tf) ;
    b1 = new Button("ok") ;
    b1.setBounds(——) ;
    b1.registerAction() ;
    f.add(b1) ;
    b = new Button("c") ;
    b.setBounds(——) ;
}
```

```
class Button
{
    ButtonListener bl ;
    p.v. register (ButtonListener bl )
    {
        this.bl = bl ;
    }
    public void execute ( )
    {
        bl.clicked ( ) ;
    }
}
```



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new TwoGroup ("FD")