```
 1: // $Id: goodbyegui.java,v 1.6 2012-05-30 20:13:46-07 - - $
 2:
 3: //
 4: // Display a hello button.  Pressing it causes a dialog box to
 5: // pop up with a Yes/No/Cancel choice.  Debug output is printed.
 6: // An ActionListener is used to make the response.
 7: //
 8:
 9: import java.awt.*;
10: import java.awt.event.*;
11: import javax.swing.*;
12: import static java.lang.System.*;
13:
14: class goodbyegui {
15:
16:     static class confirm implements ActionListener {
17:         public void actionPerformed (ActionEvent e) {
18:             // Confirm with Yes/No/Cancel (integers 0/1/2)
19:             int response = JOptionPane.showConfirmDialog (null,
20:                         "Goodbye, World!  Really?",
21:                         "Goodbye, World!",
22:                         JOptionPane.YES_NO_CANCEL_OPTION);
23:             out.printf ("response = %d%n", response);
24:             switch (response) {
25:                 case JOptionPane.YES_OPTION:
26:                     out.printf ("YES: Goodbye, World!%n");
27:                     exit (0);
28:                     break;
29:                 case JOptionPane.NO_OPTION:
30:                     out.printf ("NO: Hello, World!%n");
31:                     break;
32:                 case JOptionPane.CANCEL_OPTION:
33:                     out.printf ("CANCEL: Hello, World!%n");
34:                     break;
35:                 case JOptionPane.CLOSED_OPTION:
36:                     out.printf ("CLOSED: Hello, World!%n");
37:                     break;
38:                 default:
39:                     out.printf ("Default: Hello, World!%n");
40:             }
41:         }
42:     }
43:
44:     public static void main (String[] args) {
45:         JFrame frame = new JFrame ("goodbye");
46:         Container pane = frame.getContentPane ();
47:         Button hello = new Button ("Hello, world!");
48:         Font timesroman = new Font ("Serif", Font.BOLD, 24);
49:         hello.setFont (timesroman);
50:         confirm listener = new confirm ();
51:         hello.addActionListener (listener);
52:         pane.add (hello);
53:         frame.pack ();
54:         frame.setLocation (256, 256);
55:         frame.setSize (256, 64);
56:         frame.setVisible (true);
57:     }
58:
59: }
60:
```