```
 1  /**********************************************
 2  *   interface Clickable Button
 3  **********************************************/
 4  interface Clickable {
 5    public boolean mousePressed();
 6    void mouseReleased();
 7  }
 8
 9  public class Button extends Actor implements Clickable {
10     protected Terminal<Boolean> contact=new Terminal<Boolean>(false);
11    private boolean interlock=false;
12     private String appOnAction="";
13     private String appOffAction="";
14
15     public Button(JSONObject src) {
16       super(src);
17       if (!src.isNull("interlock"))
18         interlock=src.getBoolean("interlock");
19      if (!src.isNull("contact"))
20         contact.write(src.getBoolean("contact"));
21      if (!src.isNull("appOnAction"))
22         appOnAction=src.getString("appOnAction");
23      if (!src.isNull("appOffAction"))
24         appOffAction=src.getString("appOffAction");
```

```java
25     }
26
27   public Terminal getTerminal(String terminalName) {
28      if (terminalName.equals("contact"))
29        return contact;
30      else
31        return super.getTerminal(terminalName);
32   }
33
34   void draw() {
35      index=contact.read() ? 1 : 0;
36      super.draw();
37   }
38
39
40   public boolean mousePressed() {
41      if ((mouseX>x) && (mouseX<(x+w)) && (mouseY>y) && (mouseY<(y+h))) {
42        contact.write(interlock ? !contact.read() : true);
43        return true;
44      }
45      return false;
46   }
47
48
```

```
49  void mouseReleased() {
50     if (!interlock)
51       contact.write(false);
52     if (contact.read()) {
53       if (appOnAction!="")
54         execute(appOnAction);
55     } else
56     if (appOffAction!="")
57       execute(appOffAction);
58   }
59 }
```