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import java.awt.*;
import java.awt.event.*;

public class buttonMain extends Frame implements ActionListener
{
    String msg="";
    Button yes,no,maybe;
    public buttonMain()
    {
        setLayout(new FlowLayout());
        yes=new Button("Yes");
        no=new Button("No");
        maybe=new Button("Undecided");

        add(yes);
        add(no);
        add(maybe);

        yes.addActionListener(this);
        no.addActionListener(this);
        maybe.addActionListener(this);

        addWindowListener(new WindowAdapter()
        {
            public void windowClosing(WindowEvent we)
            {
                System.exit(0);
            }
        });
    }

    public void actionPerformed(ActionEvent ae)
    {
        String str=ae.getActionCommand();
        if(str.equals("Yes"))
        {
            msg="You pressed Yes.";
        }
        else if(str.equals("No"))
        {
            msg="You pressed No.";
        }
        else
    }
}

```

```

{
    msg="You pressed Undecided.";
}
repaint();
}
public void paint(Graphics g)
{
    g.drawString(msg,20,100);
}
public static void main(String[]args)
{
    buttonMain appwin=new buttonMain();

    appwin.setSize(new Dimension(250,250));
    appwin.setTitle("Button-Demo");
    appwin.setVisible(true);
}
}

```

Output:

