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ButtonDemo - Notepad
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import java.util.*;
import java.lang.String;
import java.awt.*;
import java.awt.event.*;
public class ButtonDemo extends Frame implements ActionListener{
   String msg="";
   Button yes, no, maybe;
    public ButtonDemo(){
        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){

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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){
   ButtonDemo appwin=new ButtonDemo();
   appwin.setSize(new Dimension(250,150));
   appwin.setTitle("ButtenDemo");
   appwin.setVisible(true);
```

≜ ButtenDemo

Yes No Undecided

- 0 X

You pressed Undecided

≜ ButtenDemo

Yes No Undecided

- 0 X

You pressed No

≜ ButtenDemo

Yes No Undecided

- 🗇 X

You pressed Yes