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// ButtonTest.java
// Creating JButtons.

// Java core packages
import java.awt.*;
import java.awt.event.*;

// Java extension packages
import javax.swing.*;

public class ButtonTest extends JFrame {
    private static final long serialVersionUID = 1557729535368120506L;
    private JButton plainButton, fancyButton;

    // set up GUI
    public ButtonTest() {
        super("Testing Buttons");

        // get content pane and set its layout
        Container container = getContentPane();
        container.setLayout(new FlowLayout());

        // create buttons
        plainButton = new JButton("Plain Button");
        container.add(plainButton);

        Icon bug1 = new ImageIcon("bug1.png");
        Icon bug2 = new ImageIcon("bug2.png");
        fancyButton = new JButton("Fancy Button", bug1);
        fancyButton.setRolloverIcon(bug2);
        container.add(fancyButton);

        // create an instance of inner class ButtonHandler
        // to use for button event handling
        ButtonHandler handler = new ButtonHandler();
        fancyButton.addActionListener(handler);
        plainButton.addActionListener(handler);

        setSize(275, 200);
        setVisible(true);
    }

    // execute application
    public static void main(String args[]) {
        ButtonTest application = new ButtonTest();

        application.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    }

    // inner class for button event handling
    private class ButtonHandler implements ActionListener {

        // handle button event
        public void actionPerformed(ActionEvent event) {
            JOptionPane.showMessageDialog(null, "You pressed: "
                + event.getActionCommand());
        }

    } // end private inner class ButtonHandler
} // end class ButtonTest

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