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import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

public class SampleButton {

    // set up GUI
    public static void main(String args[]) {
        JFrame application = new JFrame("Button Demonstrator" );
        application.setLayout(new FlowLayout());

        // create buttons
        JButton button = new JButton("Plain Button" );
        application.add(button);
        button.addActionListener(new ButtonHandler());

        Icon bug1 = new ImageIcon("bug1.png" );
        Icon bug2 = new ImageIcon("bug2.png" );
        button = new JButton("Fancy Button" , bug1);
        button.setRolloverIcon(bug2);
        application.add(button);
        button.addActionListener(new ButtonHandler());

        application.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        application.setSize(275, 200);
        application.setVisible(true);
    }
}

class ButtonHandler implements ActionListener {

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

/*****
 * Based on example code from Deitel & Associates, Inc. Prentice Hall. (2002)
 *****/
```