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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 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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