

```

package Unit02;
import javax.swing.*;

/*
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 *   This program shows how to create and add a clickable button and how
 *   to adjust the size of the JFrame window.  The button (called a
 *   JButton) is created but it doesn't perform actions yet!
 */

public class MyFirstWindow03 {
    public static void main(String[] args) {

        JFrame theWindow = new JFrame("My First Window");           // Window Object
        theWindow.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE); //default close

        ImageIcon myNewIcon = new ImageIcon("C:\\Users\\sauxh\\Documents\\"
            + "NetBeansProjects\\2016APcsci\\src\\Images\\star.jpg");
        theWindow.setIconImage(myNewIcon.getImage()); // set the window icon!
        /*
        *   Remember that we have a window called "theWindow" of which we
        *   can access and perform actions on...
        *
        *   We can perform a Scanner action by using nameOfScanner.next();
        *   We can perform a Dog action by using nameOfDog.bark();
        *
        *   Now we want to perform an action on our window ... change the size!
        */

        theWindow.setSize(600,600); // we have a forced window size

        /*
        *   Now lets just say we want to add a button object to our window ...
        */

        JButton myButton = new JButton("Press Here"); // creates object

        /*
        *   We want the button to show in the Window; however, the window has
        *   the "Title bar, border, and then has what is called the
        *   ContentPane which contains all the "program" (stuff).
        */

        theWindow.getContentPane().add(myButton); //put button in ContentPane
        theWindow.setVisible(true); //make window show
    }
}
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```