public class Bet extends Frame implements ActionListener {

    JButton go, bet, stake;
    public static void main(String[] args) {
        // set up the Bet frame
        go = new JButton("Go");
        bet = new JButton("Bet");
        stake = new JButton("Stake 10");
        
        // set up the layout
        go.addActionListener(this);
        bet.addActionListener(this);
        stake.addActionListener(this);
        
        // set up the window
        Frame f = new Frame("Drag Racing Game");
        f.setLayout(new GridLayout(3, 1));
        f.add(go);
        f.add(bet);
        f.add(stake);
        f.setSize(300, 200);
        f.setVisible(true);
    }

    public void actionPerformed(ActionEvent e) {
        if (e.getSource() == go) {
            // do something when go button is clicked
        } else if (e.getSource() == bet) {
            // do something when bet button is clicked
        } else if (e.getSource() == stake) {
            // do something when stake button is clicked
        }
    }
}

The javax.swing.Hitbox package contains utility classes such as Vector and Rect, which provide data structures useful in programming.

The javax.swing package contains utility classes such as Point and Dimension, which provide data structures useful in programming.

The javax.swing.event package contains utility classes such as EventListener and EventObject, which provide data structures useful in programming.

The javax.swing.event package contains utility classes such as EventListener and EventObject, which allow event-driven interaction with user interfaces.