

Second step...

A button has been added, and, by double-clicking on it, an event handler was created for the “” event.

Then the code for what needs to happen when the button is clicked was added “by hand”. (The “by hand” bits marked to indicate where they are.)

```
=====
unit Unit1;
{$mode objfpc} {$H+}

//-----
interface
uses Classes, SysUtils, FileUtil, Forms,
     Controls, Graphics, Dialogs, StdCtrls;

type
  TForm1 = class(TForm)
    Button1: TButton; {{1}}
    procedure Button1Click(Sender: TObject); {{2}}
  private
    { private declarations }
  public
    { public declarations }
  end;

var
  Form1: TForm1;

implementation

{$R *.lfm}

{ TForm1 }

procedure TForm1.Button1Click(Sender: TObject); {{3}}
begin
  //”By hand” bit begins here
  if Button1.caption<>'Yes' then begin {{4}}
    Button1.caption:='Yes';
    end//no ; here
  else begin
    Button1.caption:='No';
    end; //Last of “by hand” bit.
end;

end.
```