

**JAVA Lab**  
**Lab Experiment No 10**

Roll No.\_\_\_\_ Batch\_\_\_\_\_

**Aim:** Java program to implement AWT components

**Problem statement:**

Write a program to create a window/frame with four text fields for the name, street, city and pincode with suitable labels. Also the window/frame contains a button MyInfo. When the user types the name, his street, city and pincode and then clicks the button, the typed details must appear in Arial Font with Size 32, Italics.

**Theory:**

1. What is AWT?
2. What is the class hierarchy of AWT?
3. What is a Layout manager? What are the different types of Layout managers?
4. Advantages and disadvantages of using Layout managers.

**Program:** code

**Output:** Snapshot of output (please take output with minimum two possible input