

Implement a Program on AWT Controls

```
import java.awt.*; public
class AwtProgram1 { public
AwtProgram1()
{
Frame f = new Frame();
    Button btn=new Button("Hello World");    btn.setBounds(80,
80, 100, 50);
    f.add(btn);
    f.setSize(300, 250);
    f.setTitle("JavaTPoint");
    f.setLayout(null);
    f.setVisible(true);
}

public static void main(String[] args) {
    AwtProgram1 awt = new AwtProgram1();
}
}
```

