**Adding Label,TextArea and Button.**

import java.awt.\*;

class TextDemo extends Frame

{

TextDemo()

{

FlowLayout f1=new FlowLayout();

setLayout(f1);

setLayout(null);

Label L1=new Label("Address:");

L1.setBounds(200,100,80,30);

add(L1);

TextArea a1=new TextArea("Enter Your Text",4,20);

a1.setBounds(400,100,200,150);

add(a1);

Button b2=new Button("Submit");

b2.setBounds(300,300,100,30);

add(b2);

}

public static void main(String args[])

{

TextDemo a1=new TextDemo();

a1.setTitle("Checkbox");

a1.setVisible(true);

a1.setSize(800,800);

}

}

**Output:**

