

Implement a Program on AWT Controls.

```
import java.awt.*;

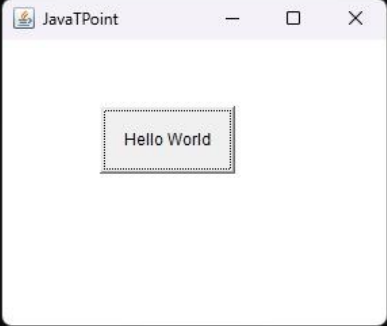
public class AwtProgram1 {
    public AwtProgram1()
    {
        Frame f = new Frame();
        Button btn=new Button("Hello World");
        btn.setBounds(80, 80, 100, 50);
        f.add(btn);
        f.setSize(300, 250);
        f.setTitle("JavaTPoint");
        f.setLayout(null);
        f.setVisible(true);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

    public static void main(String[] args) {

        AwtProgram1 awt = new AwtProgram1();
    }
}
```

```
Command Prompt - java Awt X + v
Microsoft Windows [Version 10.0.22621.2428]
(c) Microsoft Corporation. All rights reserved.

C:\Users\Student>cd C:\Users\Student\Desktop\Charmi_17
C:\Users\Student\Desktop\Charmi_17>javac AwtProgram1.java
C:\Users\Student\Desktop\Charmi_17>java AwtProgram1.java
```



The image shows a Windows Command Prompt window with a dark background. The title bar reads 'Command Prompt - java Awt X'. The prompt shows the user navigating to the directory 'C:\Users\Student\Desktop\Charmi_17' and compiling and running a Java program named 'AwtProgram1.java'. Below the command prompt, a small Java AWT window titled 'JavaTPoint' is visible. It has a standard Windows window frame with minimize, maximize, and close buttons. The window contains a single text label that says 'Hello World'.