EXPERIMENT NO:-AWT CONTROL

PROGRAM AWT CONTROL

```
import java.awt.*;'
public class AwtApp extends Frame {;'
AwtApp()
{
Label firstName = new Label("First Name");
firstName.setBounds(60, 70, 100, 40);
Label lastName = new Label("Last Name");
lastName.setBounds(40, 100, 100, 40);
Label dob = new Label("Date of Birth");
dob.setBounds(40, 130, 100, 30);
TextField firstNameTF = new TextField();
firstNameTF.setBounds(140, 70, 120, 40);
TextField lastNameTF = new TextField();
lastNameTF.setBounds(140, 100, 130, 40);
```

```
TextField dobTF = new TextField();
dobTF.setBounds(140, 130, 120, 40);
Button sbmt = new Button("Submit");
sbmt.setBounds(40, 180, 120, 50);
Button reset = new Button("Reset");
reset.setBounds(140,180,120,50);
add(firstName);
add(lastName);
add(dob);
add(firstNameTF);
add(lastNameTF);
add(dobTF);
add(sbmt);
add(reset);
setSize(500,500);
setLayout(null);
setVisible(true);
```

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

C:\Users\student\Desktop\se aids 33>javac AwtApp.java
C:\Users\student\Desktop\se aids 33>java AwtApp.java
```

