11.IMPLEMENT A PROGRAM ON AWT CONTROLS.

```java
import javax.swing.*;
import java.awt.*;

class Face extends JPanel {

    @Override
    protected void paintComponent(Graphics g) {
        super.paintComponent(g);

        // Drawing shapes

        g.setColor(Color.BLACK);
        g.drawOval(50, 50, 150, 50);

        g.setColor(Color.BLACK);
        g.drawOval(300, 50, 150, 50);

        g.setColor(Color.BLACK);
        g.drawLine(250, 100, 250, 300);

        g.setColor(Color.BLACK);
        g.drawLine(150, 350, 350, 350);
    }

    public static void main(String[] args) {
        SwingUtilities.invokeLater(() -> {
            JFrame frame = new JFrame("Face Graphics");
            frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
            frame.add(new Face());
            frame.setSize(500, 550);
            frame.setVisible(true);
        });
    }
}
```

OUTPUT:-