```java
// creating object of Frame Class  >> Association

import java.awt.*;

public class AWTExample3  {

    AWTExample3 ()
    {
        Frame f= new Frame();

        Button b= new Button("Login");
        b.setBounds(100,100,200,30);

        TextField tf= new TextField();
        tf.setBounds(100,200,200,30);

        f.add(b);
        f.add(tf);

    // To set Frame Title
        f.setTitle("AWT EXAMPLE : Frame with Association ");

        // Fame Size
        f.setSize(400,400);

        // No Layout Manager
        f.setLayout(null);
        f.setVisible(true);


    }

    /**
     * @param args the command line arguments
     */
    public static void main(String args[]) {
        // TODO code application logic here
        AWTExample3 obj= new AWTExample3();
    }
}
```