

EXPERIMENT NO.11 AWT CONTROL

```
Program :- 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();  
}  
}
```

OUTPUT:-

```
C:\Users\ketan\OneDrive\Desktop\java>javac AwtApp.java  
C:\Users\ketan\OneDrive\Desktop\java>java AwtApp.java
```



First Name

Last Name

Date of Birth

Submit

Reset