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/*
TOPIC-Gui using AWT and Swing
Q17 Write a java program create a login window using awt controls.
*/

package assignment1;

import java.awt.*;

public class Gui extends Frame    // extend layout frame
{
    Label l1,l2;                //define label
    TextField t1,t2;            //define text field
    Button b1,b2;               // define button
    Gui()                      //constructor
    { l1=new Label("user name"); //value to label

    l2=new Label("password");
    t1=new TextField();
    t2=new TextField();
    b1=new Button("submit");
    b2=new Button("cancel");

    add(l1);                    //arrange by order
    add(t1);
    add(l2);
    add(t2);
    add(b1);

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add(b2);

setVisible(true);           //show in screen
setSize(700,800);           //size of screen

FlowLayout f1=new FlowLayout();           //object create of low layout
setLayout(f1);
}

public static void main(String[] args) {
    Gui g=new Gui(); }      //object create and call constructor
}

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Output



A screenshot of a Java Swing window. The window has a title bar with a minus sign, a maximize button, and a close button. The window content shows the text 'username' followed by two text input fields. The first input field is labeled 'password' and the second is labeled 'submit'. To the right of the 'submit' input field is a button labeled 'cancel'.