

## Implement a Program on AWT Controls

1)

```
import java.awt.*;

public class AwtProgram1 {

    public AwtProgram1()

    {

        Frame f = new Frame();

            Button btn=new Button("Hello World");

            btn.setBounds(80, 80, 100, 50);

            f.add(btn);                //adding a new Button.

            f.setSize(300, 250);        //setting size.

            f.setTitle("JavaTPoint");    //setting title.

            f.setLayout(null);          //set default layout for frame.

            f.setVisible(true);          //set frame visibility true.

    }


    public static void main(String[] args) {

        // TODO Auto-generated method stub


        AwtProgram1 awt = new AwtProgram1();    //creating a
        frame.
```

}

}

