

Implement a program on AWT Controls

```
import java.awt.*;
public class AwtProgram {
    public AwtProgram()
    {
        Frame f = new Frame();
        Button btn=new Button("Press Me!");
        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) {
        // To-Do Auto-generated method stub

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

OUTPUT

```
C:\Users\User.DESKTOP-VK0H6B7\Documents\Java Projects>javac AwtProgram.java
```

```
C:\Users\User.DESKTOP-VK0H6B7\Documents\Java Projects>java AwtProgram.java
```

