

Implement the program on AWT controls

```
import java.awt.*;

public class AwtProgram1{
    public AwtProgram1()
    {
        Frame f=new Frame();
        Button btn= new Button("Click here");
        btn.setBounds(80,80,100,50);
        f.add(btn);
        f.setSize(300,250);
        f.setTitle("javaTpoint");
        f.setLayout(null);
        f.setVisible(true);
    }
    public static void main(String[]args){
        AwtProgram1 awt= new AwtProgram1();
    }
}
```

