

Experiment 11: Implement a program on Applet or AWT Controls.

Code:

```
import java.awt.*;
class First2{
    First2(){

        Frame f=new Frame();

        Button b=new Button("click me");
        b.setBounds(30,50,80,30);

        f.add(b);
        f.setSize(300,300);
        f.setLayout(null);
        f.setVisible(true);

    }
    public static void main(String args[]){

        First2 f=new First2();
    }
}
```

Output:

