



# Vidyavardhini's College of Engineering and Technology

## Department of Artificial Intelligence & Data Science

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**Aim:** Implement a program on Applet or AWT Controls

**Objective:**

To develop application like Calculator, Games, Animation using AWT Controls.

**Theory:**

Java AWT (Abstract Window Toolkit) is an API to develop Graphical User Interface (GUI) or windows-based applications in Java.

Java AWT components are platform-dependent i.e. components are displayed according to the view of operating system. AWT is heavy weight i.e. its components are using the resources of underlying operating system (OS).

The `java.awt` package provides classes for AWT API such as `TextField`, `Label`, `TextArea`, `RadioButton`, `CheckBox`, `Choice`, `List` etc.

1. A general interface between Java and the native system, used for windowing, events and layout managers. This API is at the core of Java GUI programming and is also used by Swing and Java 2D. It contains the interface between the native windowing system and the Java application<sup>1</sup>.
2. A basic set of GUI widgets such as buttons, text boxes, and menus<sup>1</sup>. AWT also provides Graphics and imaging tools, such as `shape`, `color`, and `font` classes<sup>2</sup>. AWT also avails layout managers which helps in increasing the flexibility of the window layouts<sup>2</sup>

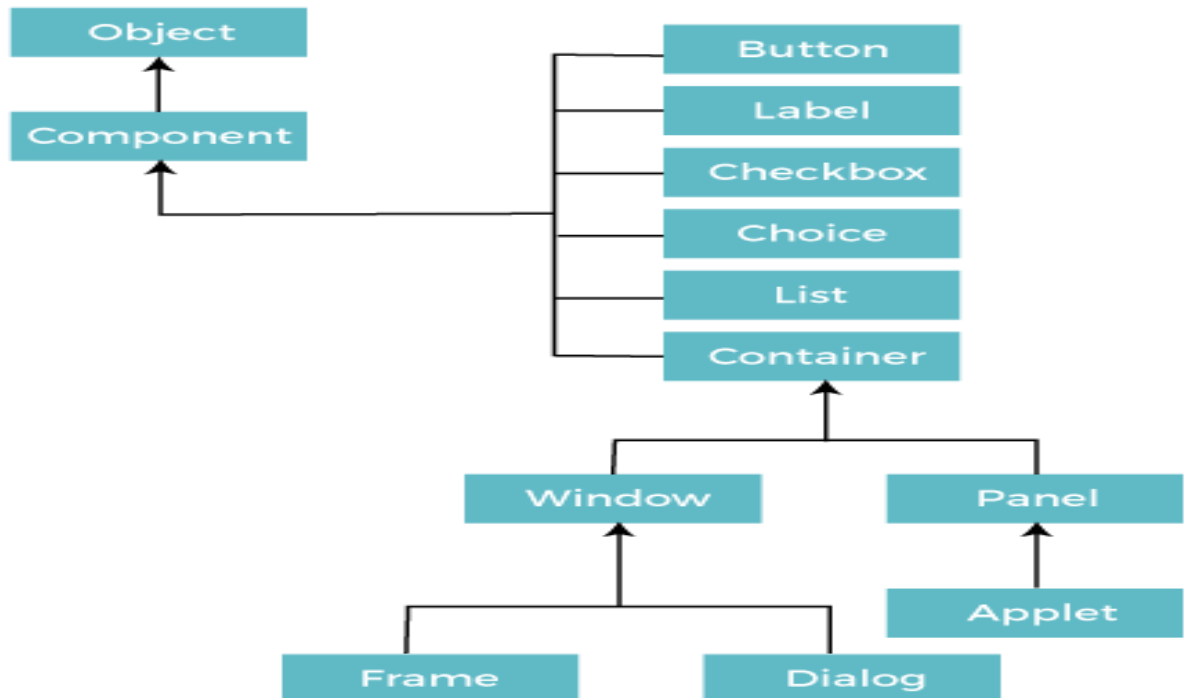
Java AWT calls the native platform calls the native platform (operating systems) subroutine for creating API components like `TextField`, `ChechBox`, `button`, etc.

For example, an AWT GUI with components like `TextField`, `label` and `button` will have different look and feel for the different platforms like Windows, MAC OS, and Unix. The reason for this is the platforms have different view for their native components and AWT directly calls the native subroutine that creates those components.

In simple words, an AWT application will look like a windows application in Windows OS whereas it will look like a Mac application in the MAC OS.



### Java AWT Hierarchy



### Code:

```
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);
        f.setSize(300, 250);
        f.setTitle("JavaTPoint");
        f.setLayout(null);
        f.setVisible(true);
    }
}
```



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

```
AwtProgram1 awt = new AwtProgram1();  
}  
}
```

```
C:\Windows\System32\cmd.exe - java AwtProgram1  
Microsoft Windows [Version 10.0.19045.3570]  
(c) Microsoft Corporation. All rights reserved.  
  
D:\Java\jdk-20\bin>javac AwtProgram1.java  
D:\Java\jdk-20\bin>java AwtProgram1
```

### Conclusion:

Comment on application development using AWT Controls.

Application development using AWT (Abstract Window Toolkit) controls in Java involves creating graphical user interfaces (GUIs) for desktop applications. AWT provides a set of basic GUI components, such as buttons, labels, text fields, and more. Here's a brief overview:

1. AWT Controls: AWT offers GUI controls for building your application's user interface.
2. Layout Managers: AWT provides layout managers to arrange and position controls within your GUI.
3. Customization: You can customize the appearance and behavior of AWT controls.
4. Platform Independence: AWT is platform-independent but may not provide the most modern look and feel.
5. Window and Frame: AWT allows you to create top-level containers (e.g., `Frame`) as the main windows for your application.