AWT-PROGRAMS

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3-D

Colour Program

```java
import java.awt.*;
import javax.swing.*;
class colour extends JFrame {
  colour()
  {
                super("colour");
      Color c = Color.green;
      JPanel p = new JPanel();
      p.setBackground(c);
      setSize(200, 200);
      add(p);
      show();
  }
 public static void main(String args[])
  {
      colour c = new colour();
  }
}
```