

Implement a Program on AWT Controls

1)

```
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();

    }

}
```

}

