

Applet

```
import java.awt.*;

public class AWTEExample1 extends Frame {

    AWTEExample1() {

        Button b = new Button("Click Me!!");

        b.setBounds(30,100,80,30);

        add(b);

        setSize(300,300);

        setTitle("This is our basic AWT example");

        setLayout(null);

        setVisible(true);
```

```
}
```

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

```
    AWTExample1 f = new AWTExample1();
```

```
}
```

```
}
```

