```java
1.   import java.awt.*;
2.   public class text_area{
3.     text_area(){
4.             Frame f = new Frame();
5.
6.             TextArea area = new TextArea();
7.             area.setBounds(10,30,300,300);
8.             f.add(area);
9.             f.setSize(400,400);
10.            f.setLayout(null);
11.            f.setVisible(true);
12.    }
13.
14.            // main method
15.            public static void main(String[] args) {
16.                    new text_area();
17.            }
18.
19.
20. }
21.
```