**Java AWT (Abstract Window Toolkit)** is an API for developing **Graphical User Interface (GUI)** or windows-based applications in Java. AWT components are platform-dependent and utilize the resources of the underlying operating system. Here are some reference links where you can learn more about AWT for free:

1. [**Java AWT Tutorial**](https://www.javatpoint.com/java-awt): This tutorial provides a comprehensive overview of AWT components and how to create GUI applications using Java AWT.
2. [**Abstract Window Toolkit (AWT) - Oracle**](https://docs.oracle.com/javase/8/docs/technotes/guides/awt/index.html): The official Oracle documentation for AWT, covering its features, native components, and event handling.
3. [**Java GUI frameworks. What to choose? Swing, SWT, AWT, SwingX, JGoodies, JavaFX, Apache Pivot? - Stack Overflow**](https://stackoverflow.com/questions/7358775/java-gui-frameworks-what-to-choose-swing-swt-awt-swingx-jgoodies-javafx/): A Stack Overflow discussion comparing AWT with other GUI frameworks like Swing, SWT, and more.
4. [**Java AWT Tutorial - W3docs**](https://www.w3docs.com/snippets/java/java-gui-frameworks-what-to-choose-swing-swt-awt-swingx-jgoodies-javafx-apache-pivot.html): A concise summary of AWT and its comparison with other frameworks.
5. **Java AWT GUI Framework | GUI Programming - Java Programming Tutorial**: A visual tutorial with examples and explanations for AWT GUI programming.

Feel free to explore these resources to enhance your understanding of Java AWT! 🌟🔍