AWT

```
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();
  }
}
```

Output:

