

## 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);           //adding a new Button.
        f.setSize(300, 250);  //setting size.
        f.setTitle("JavaTPoint"); //setting title.
        f.setLayout(null);    //set default layout for frame.
        f.setVisible(true);    //set frame visibility
        true.
    }

    public static void main(String[] args) {
        // TODO Auto-generated method stub
```

```
AwtProgram1 awt = new AwtProgram1();    //creating  
a frame.  
}  
}
```

