

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.

```
    }  
}
```

