

Better living through buttons

Obviously, we need to add a few things to make it more interesting. Let's start by putting a button inside the main window. The `FXButton` class provides a standard push-button widget:

```
require 'fox16'

include Fox

theApp = FXApp.new

theMainWindow = FXMainWindow.new(theApp, "Hello")
FXButton.new(theMainWindow, "Hello, World!")
theApp.create

theMainWindow.show

theApp.run
```

As you might guess, passing *theMainWindow* as the first argument to `FXButton.new` tells FXRuby that the new button is a child of the main window. The second argument to `FXButton.new` is a string that will be displayed on the button. If you run the program *now*, you should see this:

