Click Functionality on Dynamically added button.

1. Make a form add button and Now when will you click button a string edit will appear. This will be done by.

Add button to the design and add this code to the clicked method.

**void** clicked()

{

FormBuildDesign formBuildDesign = form.design();

FormBuildGroupControl formBuildGroupControl;

FormStringControl c;

FormButtonControl d;

#define.clickedMethod("JELO\_Clicked") *// defining method*

**boolean** clicked;

;

c = AddGroup.addControl(FormControlType::String,'RunTimeControl');

d = AddGroup.addControl(FormControlType::Button,"JELO");

d.helpText("sdf");

d.text("rsd");

d.autoDeclaration(**True**);

c.label("New String");

c.helpText("Hello");

formBuildGroupControl = formBuildDesign.control( addGroup.id() );

d.registerOverrideMethod(**methodStr**(formButtonControl,clicked),#clickedMethod,this);

*// specefying method from where and when to call*

}

Now You have to add functionality of the added button.

1. Now add a class in a foam methods

**private** **void** JELO\_Clicked(FormButtonControl \_formButtonControl)

{

;

info ("Dynamic button clicked!");

}

We have defined macro in the above code which we are using to call the code.

By using this code you will be able to add dynamic button string and do functionality on it