



- Button可以绑定一个执行动作
- 改变了Binding Var, 用mark\_dirty标记重绘重算

**Widgets - Button**

```
<h4>Button</h4>
```

```
<%= text binding: :counter %><br/>
```

```
<%= var :counter, 0 %>
```

```
<%= button text: "click me", action: %(  
  :counter = :counter.to_i + 1  
  mark_dirty("counter")  
) %>
```

# Button

0

click me

# Button

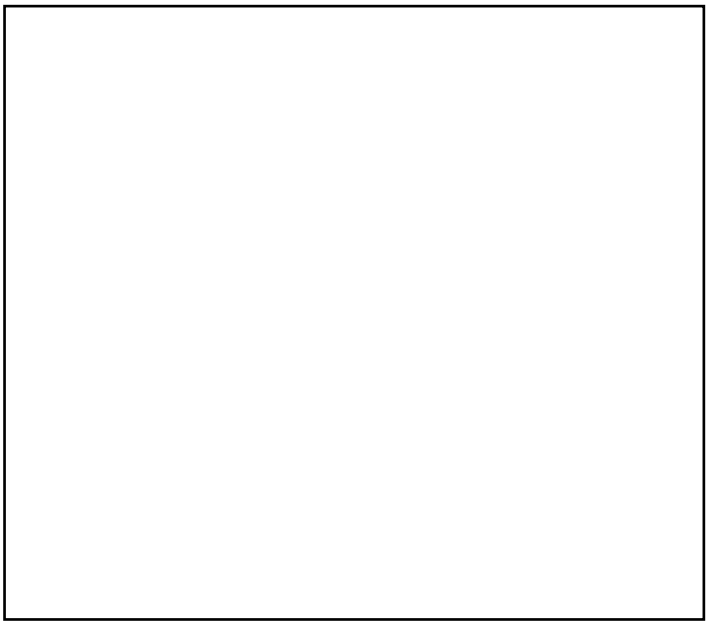
0

click me

# Button

0

click me





# Widgets - Button

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```
<h4>Button</h4>
<%= text binding: :counter %><br/>
<%= var :counter, 0 %>
<%= button text: "click me", action: %(
  :counter = :counter.to_i + 1
  mark_dirty("counter")
) %>
```

Button

0

click me

# Widgets - Input

- Input 文本控件

```
<h4>input</h4>  
<%= slider binding: :input, min:0, max:10, value:5 %>  
<%= input binding: :input %><br/>
```

Input

