Button Array

Declare button (without dragging from the tool box)

- Easy way to declare Button
- Button[] b = new Button[10];//10 button
- for (int i = 0; i < 9; i++)
- {
- b[i] = new Button();
- b[i].SetBounds(40*i, 40, 35, 34); //(starting point X, starting point Y, width, heighth)
- Controls.Add(b[i]);
- }

Use Button array to edit text

- Button[] b = new Button[10];
- b[0] = button1;
- b[1] = button2;
- for (int i = 0; i < 2; i++)
-         {
-                 b[i].Text = "" + i;
-         }

Dynamic array

- Use when the array volume is not enough
- Button[] b = new Button[10];
- Array.Resize(ref b, b.Length+10);//button volume turns to 20