```csharp
using System;
using System.Drawing;
using MonoTouch.Foundation;
using MonoTouch.UIKit;

namespace ControlDemo_LMT
{
    public partial class NavConExOne : UIViewController
    {
        NavConExTwo ncet = new NavConExTwo();
        public NavConExOne () : base ("NavConExOne", null)
        {
        }

        public override void DidReceiveMemoryWarning ()
        {
            // Releases the view if it doesn't have a superview.
            base.DidReceiveMemoryWarning ();

            // Release any cached data, images, etc that aren't in use.
        }

        public override void ViewDidLoad ()
        {
            base.ViewDidLoad ();

            navToSecondBtn.TouchUpInside += (object sender, EventArgs e) => {
                NavigationController.PushViewController(ncet, true);
            };
        }
    }
}
```