⇒ Creading a buddon :-

Steps :-

(i) Creating importing the Buddon paccage

(ii) declear the Buddon class in the your
class body and redurn that.

Program :-

```
from Kivy.app import App
from Kivy.uix.buddon import Buddon

class MainApp(App): ⇒ def build(self):
    buddon = Buddon(text = "That was Buddon",
            size_hint = (0.3, 0.3),
            font_size = '20sp',
            pos_hint = {'center_x':0.5, 'center_y':0.5},
            on_press = self.btnpressed,
            on_release = self.btnreleased)
    return buddon
```

```
def    btnpressed (self, obj):
       print (" Button pressed !")

def    btnreleased (self, obj):
       print ("Button released!")

MainApp(). run()
```

Here:

$$size\_hint = (0.3, 0.3)$$
$$\quad\quad\quad\quad\quad x \quad\quad y$$

$x = width \quad\quad y = height$

size hint property is used to resize the button size.

$$pos\_hint = \{ \text{'center}\_x' : 0.5, \text{'center}\_y' = 0.5 \}$$
here the pos-hint stands for Position-hint and pos-hint is used for positing the widgit position in the screen.