

```
120  /**
121  * Create a button with a label and react on click event.
122  */
123 void lv_example_get_started_2(void)
124 {
125     const int BUTTON_SIZE = 70;    // Square buttons
126     const int SPACING = 10;        // Space between buttons
127     const int START_X = 40;        // Starting X position
128     const int START_Y = 40;        // Starting Y position
129
130     // Create buttons in a phone keypad layout (3x4 grid)
131     for (int row = 0; row < 4; row++) {
132         for (int col = 0; col < 3; col++) {
133             // Skip the left and right positions in the last row
134             if (row == 3 && col != 1) continue;
135
136             // Calculate button index based on phone keypad layout
137             int index;
138             if (row == 3) {
139                 index = 9; // Position '0' in the middle bottom
140             } else {
141                 index = row * 3 + col; // Numbers 1-9 in order
142             }
143             lv_obj_t * btn = lv_button_create(lv_screen_active());
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