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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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