

```
144 // Calculate position
145 int x = START_X + (col * (BUTTON_SIZE + SPACING));
146 int y = START_Y + (row * (BUTTON_SIZE + SPACING));
147 lv_obj_set_pos(btn, x, y);
148 lv_obj_set_size(btn, BUTTON_SIZE, BUTTON_SIZE);
149
150 // Set button style
151 lv_obj_set_style_radius(btn, 10, 0); // Rounded corners
152 lv_obj_set_style_bg_color(btn, lv_color_hex(0x0096FF), LV_STATE_DEFAULT);
153 lv_obj_set_style_bg_color(btn, lv_color_hex(0x808080), LV_STATE_PRESSED);
154
155 // Add event callback
156 lv_obj_add_event_cb(btn, btn_event_cb, LV_EVENT_ALL, NULL);
157 lv_obj_set_user_data(btn, (void*)(uintptr_t)index);
158
159 // Create and center label
160 lv_obj_t * label = lv_label_create(btn);
161 lv_label_set_text(label, number_labels[index]);
162 lv_obj_center(label);
163
```

```
164 // Style for label
165 lv_obj_set_style_text_font(label, &lv_font_montserrat_24, 0);
166 lv_obj_set_style_text_color(label, lv_color_hex(0xFFFFFF), 0);
167 }
168 }
169 }
170
```