

```
1 //includes
2 #include <main.h>
3
4 //label class declaration
5 class Label {
6     private: lv_obj_t* label;
7
8     public: Label(lv_obj_t* screen, std::string text, lv_align_t alignment, lv_coord_t shiftX,
lv_coord_t shiftY){
9         //create label and store
10         this->label = lv_label_create(screen, NULL);
11         lv_label_set_text(this->label, text.c_str());
12         lv_obj_align(label, NULL, alignment, shiftX, shiftY);
13     }
14
15     public: void setText(std::string text){
16         lv_label_set_text(this->label, text.c_str());
17     }
18 };
19
20 //button class declaration
21 class Button {
22     private: lv_obj_t* button;
23
24     public: Button(lv_obj_t* screen, lv_action_t buttonMethod, std::string text, int
buttonNum, lv_color_t buttonColor, lv_align_t alignment, lv_coord_t shiftX = 0, lv_coord_t
shiftY = 0, int sizeX = 100, int sizeY = 100){
25         //create button
26         this->button = lv_btn_create(screen, NULL);
27         lv_obj_set_free_num(this->button, buttonNum);
28         lv_btn_set_action(this->button, LV_BTN_ACTION_CLICK, buttonMethod);
29         lv_obj_set_size(this->button, sizeX, sizeY);
30         lv_btn_set_style(this->button, LV_BTN_STYLE_REL, &lv_style_plain);
31         lv_btn_set_style(this->button, LV_BTN_STYLE_PR, &lv_style_plain);
32         lv_obj_align(this->button, NULL, alignment, shiftX, shiftY);
33
34         //create and set button label
35         Label label(this->button, text, LV_ALIGN_CENTER, 0, 0);
36     }
37
38     public: void setText(std::string text){
39         Label label(this->button, text, LV_ALIGN_CENTER, 0, 0);
40     }
41 };
42
43 //example
44 Button button(lv_scr_act(), NULL, "Test button", 0, LV_COLOR_RED, LV_ALIGN_IN_TOP_LEFT, 0, 0,
160, 80);
45 Label label (lv_scr_act(), "Test label", LV_ALIGN_IN_LEFT_MID, 0, 0);
```