

# Creating Controls with Code

## Key Concepts

When needing to dynamically create and position controls using code, it is best to use a Canvas as the parent element.

## Creating and Positioning Buttons in Code

Using a loop, you can create and position Buttons.

For example:

```
for (int i; i < 10; i++)
{
    Button b = new Button ();
    myCanvas.Children.Add (b);
    b.Width = 10;
    b.Height = 10;
    b.Click += Button_Click;
    Canvas.SetTop (b, 0);
    Canvas.SetLeft (b, i * 10);
}
```

## Creating and Positioning Images in Code

Using a loop, you can create and position Images

For example:

```
for (int row = 0; row < 10; row++)
{
    for (int col = 0; col < 10; col++)
    {
        Image img = new Image ();
        myCanvas.Children.Add (img);
        img.Width = 25;
        img.Height = 25;
        img.Source =
            new BitmapImage (new Uri ("images/MickeyFace.png",
                UriKind.Relative));
        Canvas.SetTop (img, row * 25);
        Canvas.SetLeft (img, col * 25);
    }
}
```