

```

using System;
using Gtk;

public partial class MainWindow: Gtk.Window
{

    public MainWindow (): base (Gtk.WindowType.Toplevel)
    {
        Build ();
    }

    protected void OnDeleteEvent (object sender, DeleteEventArgs a)
    {
        Application.Quit ();
        a.RetVal = true;
    }

    protected void OnButton1Clicked (object sender, EventArgs e)
    {
        ((Button)sender).Label = "Clicked";
        Button newButton = new Button ();
        newButton.Label = "New Button";
        newButton.Clicked += new EventHandler (newButton_Click);
        //show new created button on screen
        fixed1.Show ();
        fixed1.Add (newButton);
        newButton.Add (fixed1);
        newButton.Show ();
    }
    protected void newButton_Click (object sender,EventArgs e)
    {
        ((Button)sender).Label ="Clicked!!!";
    }
}

```