

An example of building a GUI with the Glade editor:

1. Under *Toplevels*, add a *Window*.
2. Then under *Containers* add a *Grid* with two cells to the window.
3. Place a *Label* and a *Button* inside it.
4. In the lower right corner, the label text can be changed.
5. Assign identifiers window und button.
6. The finished UI can be saved as `hello.ui`.

```
1 #include <gtk/gtk.h>
2
3 static void
4 close_window (GtkWidget *widget)
5 {
6     gtk_main_quit ();
7 }
8
9 int
10 main ()
11 {
12     GtkBuilder *builder;
13     GObject *window, *button;
14     gtk_init (0, NULL);
15     builder = gtk_builder_new_from_file ("./hello.ui");
16     window = gtk_builder_get_object (builder,
17                                     "window");
18     button = gtk_builder_get_object (builder,
19                                    "button");
20     g_signal_connect (window,
21                      "destroy",
22                      G_CALLBACK (close_window),
23                      NULL);
24     g_signal_connect (button,
25                      "clicked",
26                      G_CALLBACK (close_window),
27                      NULL);
28     gtk_widget_show_all (GTK_WIDGET (window));
29     gtk_main ();
30     return 0;
31 }
```

Compile using:

```
$ gcc `pkg-config --cflags gtk+-3.0` -o hello
hello.c `pkg-config --libs gtk+-3.0` -Wall
```