

Note: These instructions are based on the much improved `modern-ui` branch of Glade's current development version. Instructions for the stable version can be found on the website of this workshop form 2016.

An example of building a GUI with the Glade editor:

1. From *Toplevels*, add a *GtkWindow*.
2. Then from *Containers* add a *GtkGrid* with two cells to the window.
3. Place a *GtkLabel* and a *GtkButton* inside it.
4. In the lower right corner, the label text can be changed.
5. Assign identifiers `window` und `button`.
6. In the "Common" tab on the right side, enable horizontal and vertical expansion.
7. The lower left corner shows a cogwheel button for previewing the user interface.
8. 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 (void)
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 }
```

(Note: It is easier to assign signals programmatically and not with Glade.)

Compile using:

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