

In some cases when creating a GUI interface, the number of labels, textboxes, or other controls may be dependent on the data in which case they need to be created dynamically as the program runs. The code below is a button click event which creates 8 labels, assigns them properties, and places them on the form for an application. Each label has a text property which is set to an integer 0 to 7.

```
private void btnLabels_Click(object sender, EventArgs e)
{
    int i, n = 8;
    Label[] dLabel = new Label[n];
    for(i=0;i<n;i++)
    {
        dLabel[i] = new Label();
        dLabel[i].AutoSize = false;
        dLabel[i].Text = i.ToString();
        dLabel[i].ContentAlignment = ContentAlignment.MiddleCenter;
        dLabel[i].Height = 30;
        dLabel[i].Width = 30;
        dLabel[i].BorderStyle = BorderStyle.Fixed3D;
        dLabel[i].Location = new Point(100 + 30*i, 100);
    }
    for(i=0;i<n;i++)
        this.Controls.Add(dLabel[i]);
}
```