Build Button&TextBox at RunTime

// declared two objects from types TextBox and Button respectively

```
private System.Windows.Forms.TextBox myTextBox;

private System.Windows.Forms.Button button2;
```

//create at a runtime new textbox and new button when we click button 5

```
private void button5_Click(object sender, System.EventArgs e) {

    myTextBox = new TextBox();

// set position of  myTextBox

    myTextBox.Location = new Point (30, 20);

// Put the myTextBox on the form.

    Controls.Add (myTextBox);

    button2 = new Button( );

//set position of button2

    button2.Location = new Point (100, 100);

// set the size

    button2.Size = new System.Drawing.Size(100, 100);

// Put the button2 on the form.
```

```
        Controls.Add (button2);
// set label on button2
        button2.Text="ADD";
//create EventHandler to  the button2
        button2.Click += new EventHandler(button2_Click);

        }
```

// Apply window message MouseUp and using event handler object e to check which mouse button is clicked up

```
private void Form1_MouseUp(object sender,
System.Windows.Forms.MouseEventArgs e)

{

  // Show is a static method of System.Windows.Forms.MessageBox

if (e.Button == MouseButtons.Right)

      MessageBox.Show ("Right up Click!");

if (e.Button == MouseButtons.Left)

      MessageBox.Show ("Left up Click!");

}
```