



Following code snippet shows how to create Label control in Symbian C++.

Step 1: LabelTestAppView.h

- Open your **LabelTestAppView.h** file.
- Include entries for required header files.

```
#include <eiklabel.h>
```

- Add required functions which will be needed for control.

```
TInt CountComponentControls() const;
CCoeControl* ComponentControl(TInt aIndex) const;
void SetTextL(const TDesC& aText); // To change text (user-inputted)
```

- Declare object of Label:

```
private: // data
    // ..
    CEikLabel* iLabel;
```

Step 2: LabelTestAppView.cpp

- Open your "LabelTestAppView.cpp" file.
- Now in the **ConstructL()** function of your **LabelTestAppView.cpp** file:

```
void CLabelTestAppView::ConstructL( const TRect& aRect )
{
    // Create a window for this application view
    CreateWindowL();

    _LIT(KTextHelloWorld, "hello world");
    iLabel = new (ELeave) CEikLabel;
    iLabel->SetContainerWindowL( *this );
    iLabel->SetTextL(KTextHelloWorld);

    // Set the windows size
    SetRect( aRect );

    // Activate the window, which makes it ready to be drawn
    ActivateL();
}

CLabelTestAppView::~CLabelTestAppView()
{
    delete iLabel;
}

void CLabelTestAppView::SizeChanged()
{
    iLabel->SetExtent( TPoint(0,0), iLabel->MinimumSize());
}
```

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```
}

TInt CLabelTestAppView::CountComponentControls() const
{
    return 1;
}

CCoeControl* CLabelTestAppView::ComponentControl(TInt aIndex) const
{
    switch ( aIndex )
    {
        case 0:
            return iLabel;
        default:
            return NULL;
    }
}

//Call this function to change value of Label
void CLabelTestAppView::SetTextL(const TDesC& aText)
{
    iLabel->SetTextL(aText);
}
```

Note: Do not forget to add an entry for **eikcoctl.lib** in your **.mmp** file.
