

# Search

(Created by: Omer Meshy)

```
btn = [];  
word = 0;  
//Called when application is started.  
function OnStart()  
{  
    //Create a layout with objects vertically centered.  
    lay = app.CreateLayout( "linear", "top,FillXY" );  
    edt = app.CreateTextEdit( "", 0.7 );  
    edt.SetOnEnter( search );  
    lay.AddChild( edt );  
  
    for(i = 0;i<=150;i++)  
    {  
        btn[i] = app.CreateButton( word );  
        word++;  
    }  
  
    //Add layout to app.  
    app.AddLayout( lay );  
}  
  
function search ()  
{  
    for( var s = 0 ; s <= 150 ; s++ ){  
        if (edt.GetText() == btn[s].GetText())  
        {  
            lay.AddChild( btn[s] );  
  
            break;  
        }  
    }  
}
```

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