

The first step in creating a GUI programmatically is to create a figure window that will serve as the main container for your interface.

```
```matlab

fig = figure('Name', 'My First GUI', 'NumberTitle', 'Off', ...

'Position', [100, 100, 400, 300]);

```
```

This command creates a window titled "My First GUI" with specified size and position.

Step 2: Add UI Controls

Next, add controls such as buttons, sliders, or text fields. For example, to add a pushbutton:

```
```matlab

btn = uicontrol('Style', 'pushbutton', 'String', 'Click Me', ...

'Position', [150, 200, 100, 40]);

```
```

Step 3: Define Callback Functions

Callback functions specify what happens when a control is interacted with. For example, assign a callback to the button:

```
```matlab

set(btn, 'Callback', @buttonCallback);

function buttonCallback(~, ~)

disp('Button was clicked!');

end

```
```


