

```

package
{
    import mx.core.UIComponent;
    import mx.containers.Canvas;
    import mx.controls.Button;
    import mx.containers.HBox;

    public class CustomContainer extends UIComponent
    {
        private var _button1:Button = new Button();;
        private var _button2:Button = new Button();;
        public function CustomContainer()
        {
            super();

            button1.label = "CustomContainerButton1";

            button2.label = "CustomContainerButton2";

            button1.x = 0;
            button1.y = 0;

            button1.setActualSize(300,70);

            button2.x = 0;
            button2.y = 125;
            button2.setActualSize(300,70);

            this.addChild(button1);
            this.addChild(button2);

            this.setActualSize(400,500);

            // since we've made changes that affect our size
and display, we must invalidate to trigger an update.
            //invalidateSize();
            //invalidateDisplayList();

        }

        public function get button2():Button
        {
            return _button2;
        }

        public function set button2(value:Button):void
        {
            _button2 = value;
        }

        public function get button1():Button
        {
            return _button1;
        }

        public function set button1(value:Button):void
        {
            _button1 = value;
        }
    }
}

```