Technical University of Moldova

CIM Faculty

Report

Windows Programming
Laboratory work #1

Done by:	student, gr. FAF-121 Luchianenco Filip
Verified by:	assistant lecturer MSc Truhin Alexandr

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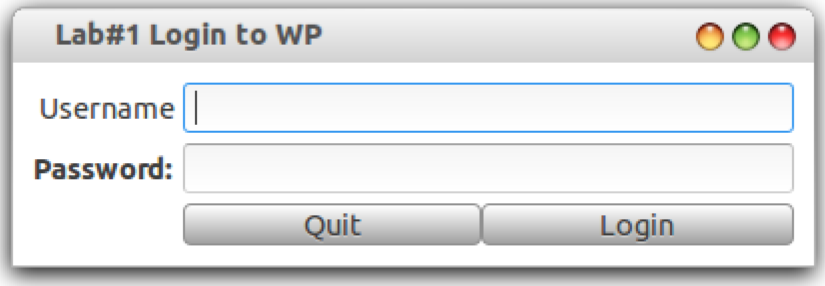
Tasks and Points

Points	Task
0	Create a Windows application
0	Choose a Programming Style Guideline that I'll follow
0	Add 2 buttons to window
0	Add 2 text inputs to window
0	Add 2 text elements to window
1	Make elements to fit window on resize
2	Make elements to interact or change other elements
1	Change behavior of different window actions
4	Total

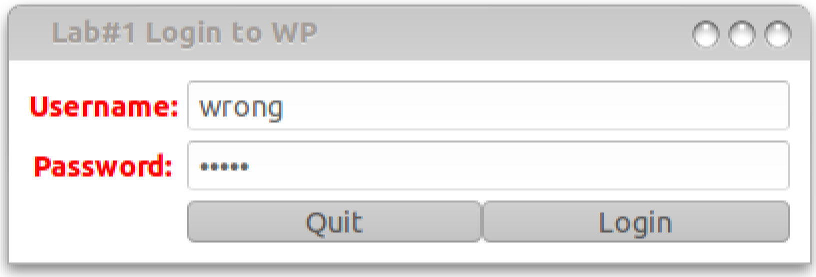
Login Page


Lab#1 Login to WP

Username

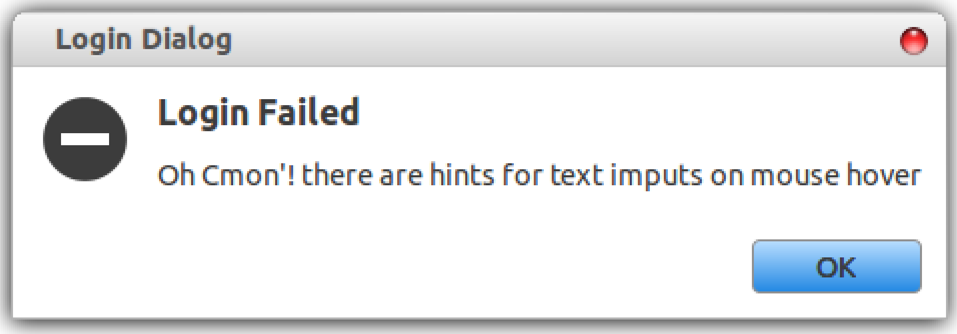
Password:

When user inputs wrong credentials


Lab#1 Login to WP

Username: wrong

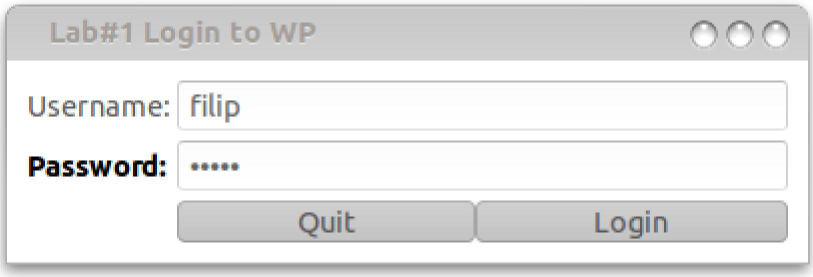
Password: •••••


Login Dialog

Login Failed

Oh Cmon'! there are hints for text imputs on mouse hover

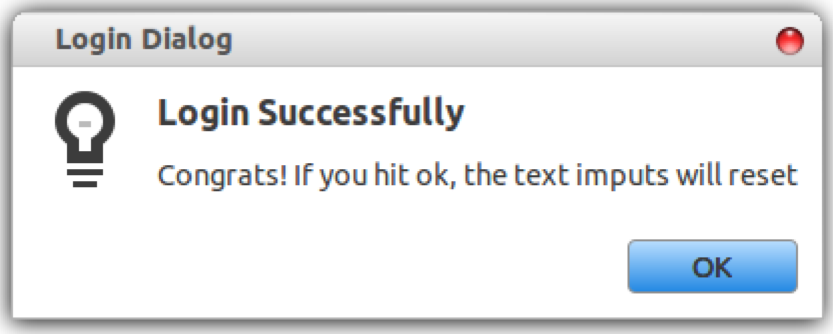
Correct username and password



Lab#1 Login to WP

Username: filip

Password: •••••



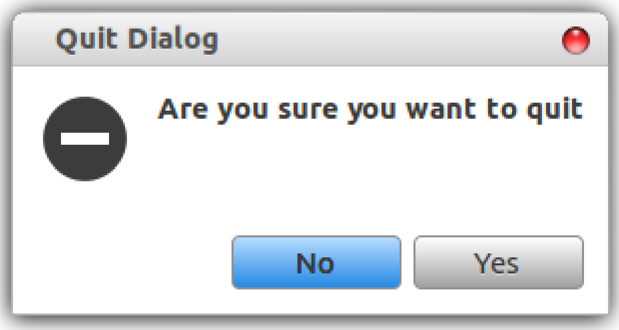
Login Dialog

Login Successfully

Congrats! If you hit ok, the text imputs will reset

On Quit Button Clicked

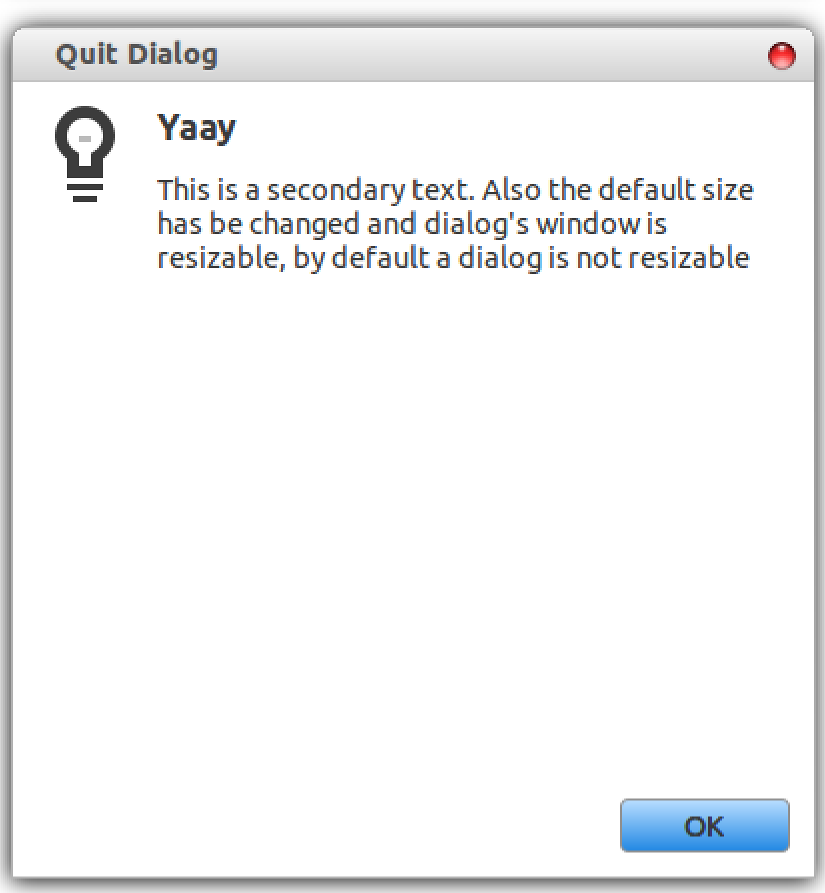
if the user confirms the app will terminate



Quit Dialog

Are you sure you want to quit

but if the user will click "No"



Yaay

This is a secondary text. Also the default size has be changed and dialog's window is resizable, by default a dialog is not resizable

Conclusion

In this laboratory work I familiarized myself with basics of programming windowed applications. I created a simple application in C++ with the help of GTK, also some custom elements inside main window like buttons, labels and text inputs. Besides these custom dialogs are present. All these elements were implemented programatically, so that i understand better how everything works from the inside.

For me most parts were straightforward, as gtkmm has a very useful and complete documentation together with examples; besides this I informed myself well enough to be able to start working on this laboratory work.

Difficulties

- adding custom background to the main window.

- override close and minimize default buttons

- as far as i understood, gtkmm does not let custom styles for buttons to be written programatically. There are two not very elegant workarounds for this:

1. Create label, set it's background as button, and implement a signal_click (visually it would look and act like a button)
2. Import custom styles from a CSS file which will contain all button's properties

Bibliography

- https://developer.gnome.org/gtkmm-tutorial/unstable/

- http://stackoverflow.com/

- http://blog.mpshouse.com/

Compiling The Project

The Program can be compiled by executing the following commands in terminal:

```
g++ mywindow.cpp mywindow.h main.cpp -o lab1 `pkg-config gtkmm-3.0 --cflags --libs`
./lab1
```

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