

## **Assignment No. 4**

### **Deadline**

Your assignment must be uploaded/submitted before or on **July 5<sup>th</sup>, 2014**

### **Uploading Instructions**

Please follow the instructions provided by University for assignment submission.

### **Rules for Marking**

Your assignment will not get any credit if: -

- Submitted after due date
- It is copied

### **Objective**

The objective of this assignment is to provide on hand experience on some of the essential windows programming concepts like

- How to add resources to the application
- How to change icon of the application
- How to use GDI function calls
- How to add controls in win32 applications

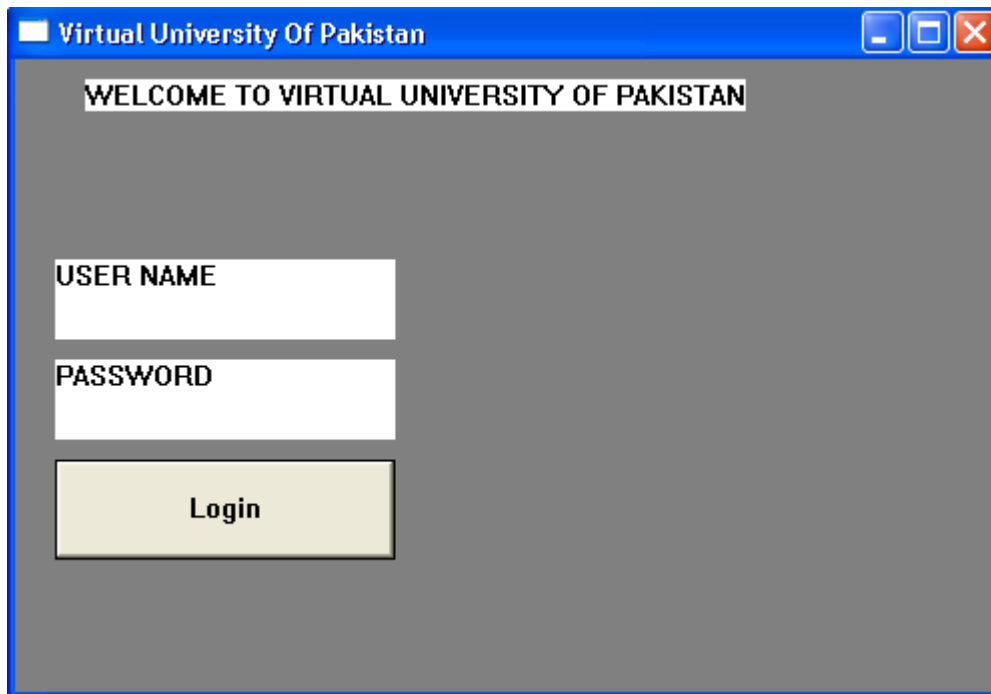
### **Assignment Statement**

**[25 marks]**

**Q1:** Develop a win32 application that

- It displays the string “**WELCOME TO VIRTUAL UNIVERSITY OF PAKISTAN**” using GDI calls.
- Creates a window having two edit controls and a button as its child windows.
- You have to change the icon of this application by using resource as shown in sample output.

## Sample Output



Your exe file should change the icon like:



You may download this icon from given link:

<http://vulms.vu.edu.pk/courses/CS410/VU.ICO>

After downloading save the given file as “VU.ICO”

## What to Submit

Make a project and add the project workspace in a single folder (name of the folder **must** be your roll number) for this assignment. ZIP that folder and send it as your assignment.