

```
1
2 #pragma once
3 #include "DesignArk.h"
4
5 class CAppObject
6 {
7 public:
8     // Public constructors
9     CAppObject(CRect bounds, CString ID, BOOL active = FALSE);
10    ~CAppObject();
11
12    // Public commands
13    virtual void draw(CDC* pDc);
14
15    // Public message handlers
16    virtual void OnSize(UINT nType, int cx, int cy);
17
18    virtual BOOL OnLButtonUp(UINT nFlags, CPoint point);
19    virtual BOOL OnLButtonDown(UINT nFlags, CPoint point);
20    virtual void OnLButtonDblClk(UINT nFlags, CPoint point);
21    virtual void OnRButtonUp(UINT nFlags, CPoint point);
22    virtual void OnRButtonDown(UINT nFlags, CPoint point);
23    virtual BOOL OnMouseMove(UINT nFlags, CPoint point);
24
25    virtual int OnRecieveText(CString text);
26    virtual void OnRecieveBackspace();
27    virtual void OnRecieveReturn();
28    virtual void OnRecieveTab();
29
30    virtual void OnKeyDown(UINT nChar, UINT nRepCnt, UINT nFlags);
31
32    virtual BOOL OnContextMenu(CWnd* pWnd, CPoint point);
33
34    // Public getters, setters and checkers
35    CString getID();
36    void setID(CString ID);
37
38    CRect getBounds();
39    BOOL checkPointInBounds(CPoint point);
40
41    virtual void setBounds(CRect bounds);
42    virtual void setBounds(int x, int y, int cx, int cy);
43    virtual void setPosition(CPoint point);
44    virtual void move(int x, int y);
45
46    BOOL isActive();
47    virtual void setActive(BOOL val);
48
49 protected:
50     CString ID;
51     CRect bounds;
52     BOOL active;
53 };
54
55
```