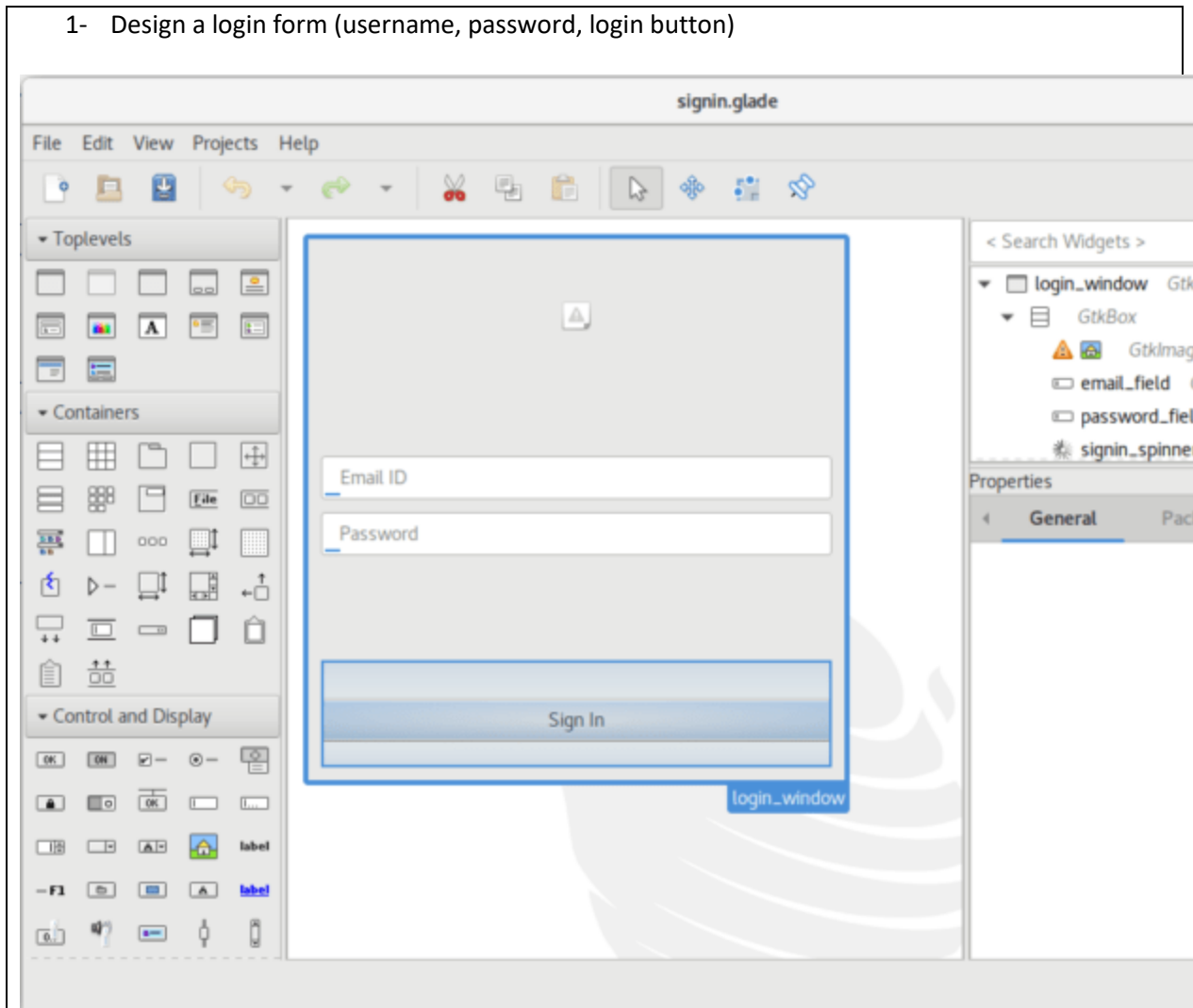


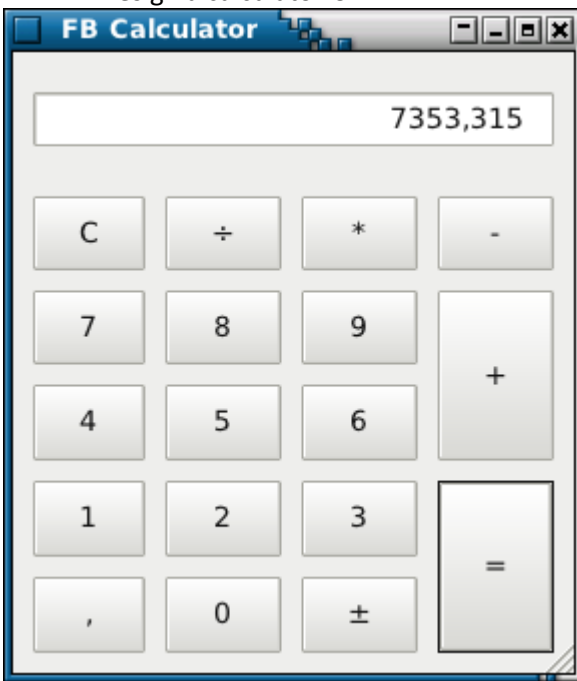
TP18: Design UI with Glade (feel free to design your own one)

Part I: UI Design and make sure you load it to program to see how it looks like

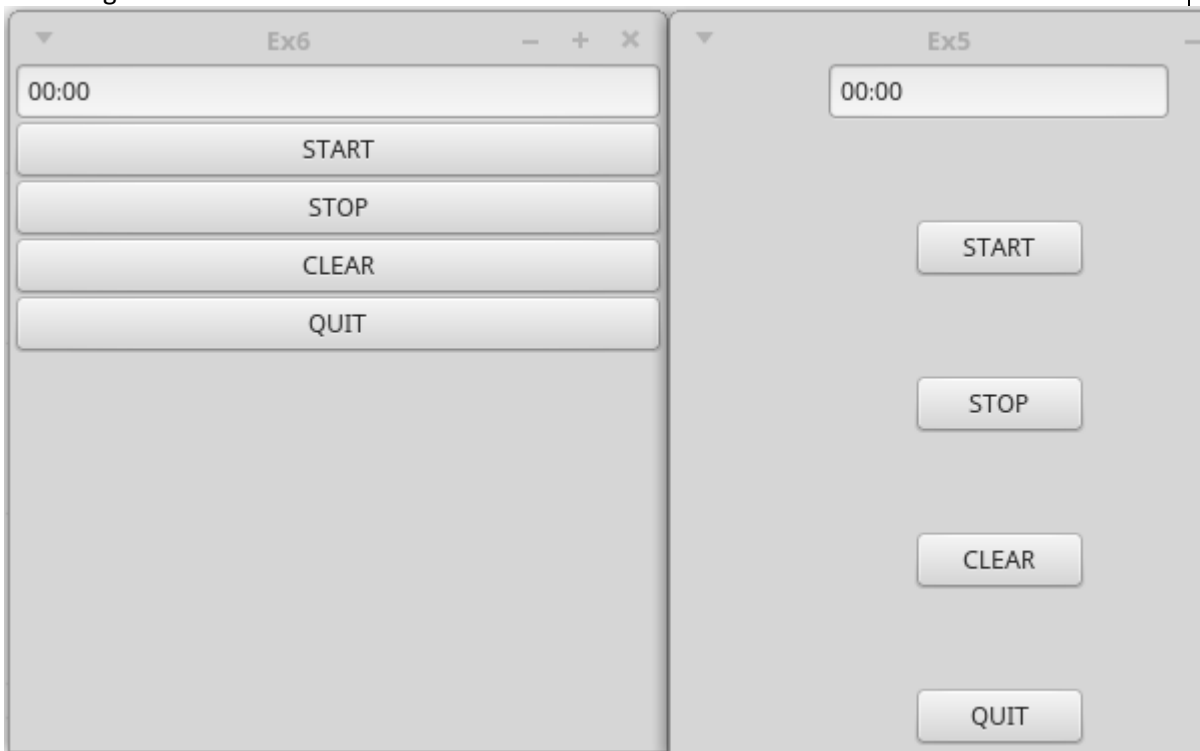
1- Design a login form (username, password, login button)



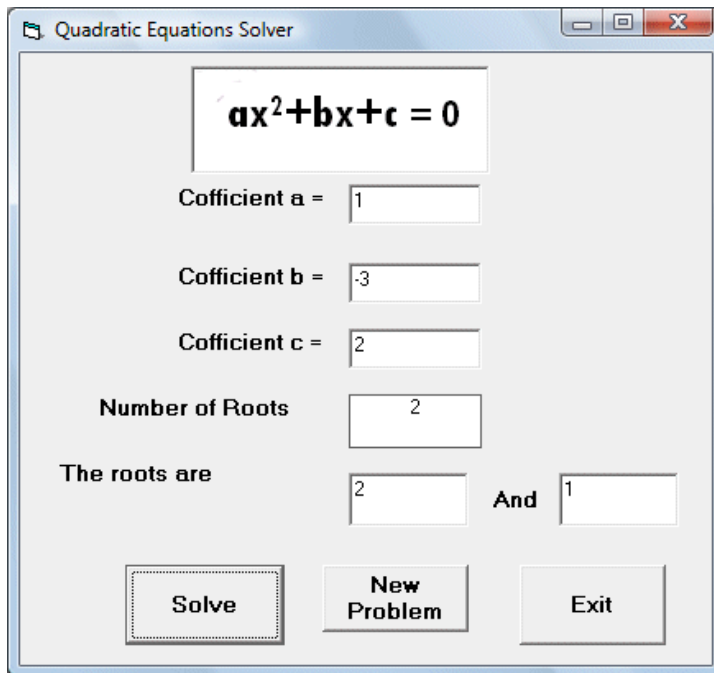
2- Design a calculator UI



3- Design the follow UI



4. Design UI for Quadratic Equation solver $ax^2+bx+c=0$, where a, b and c are required to input. Here is an example UI. You can design with your own idea.



The image shows a window titled "Quadratic Equations Solver". Inside the window, there is a text box displaying the equation $ax^2+bx+c=0$. Below this, there are three input fields: "Coefficient a =" with the value 1, "Coefficient b =" with the value -3, and "Coefficient c =" with the value 2. Below these, there is a label "Number of Roots" and an input field with the value 2. Further down, there is a label "The roots are" followed by two input fields: the first contains 2 and the second contains 1, with the word "And" between them. At the bottom of the window, there are three buttons: "Solve", "New Problem", and "Exit".

5. Design UI for student registration form. Think of possible information that a student should have then feel free to design a UI for that.

Part II (research bonus)

Expected at minimum the exercise #4 can be handled action properly.

For each UI above, add event handler (callback function) so that we can click on the UI. Add logic to it to solve each problem.

Basic tutorial on how to handle event is demonstrated in the video guide about GTK. You can get started from it to get an idea on event handler.