

drill.cpp – the drill exercise from Chapter 16

Drill

1. Make a completely new project with linker settings for FLTK (as described in Appendix D).
2. Using the facilities of **Graph_lib**, type in the line-drawing program from §16.5 and get it to run.
3. Modify the program to use a pop-up menu as described in §16.7 and get it to run.
4. Modify the program to have a second menu for choosing line styles and get it to run.

exercises.cpp – exercise 1 from Chapter 16

Exercises

1. Make a **My_window** that's a bit like **Simple_window** except that it has two buttons, **next** and **quit**.