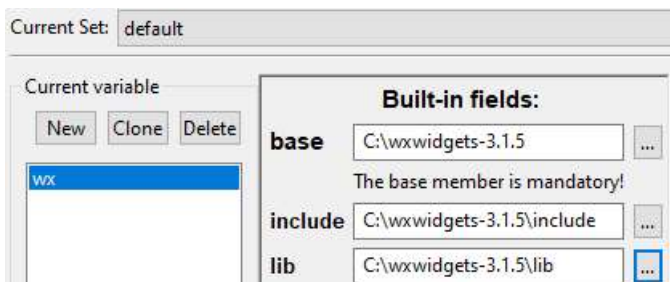


Inlämningsuppgift

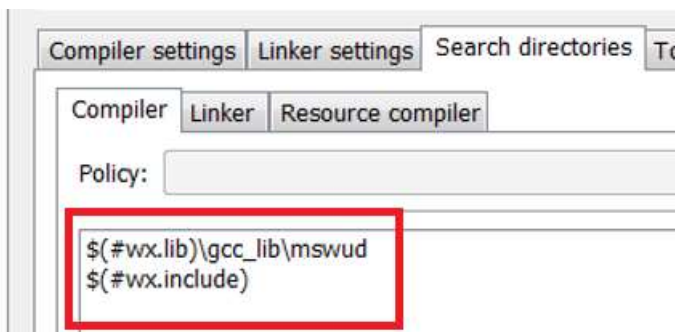
Create a simple GUI application in wxWidget

This assignment will do a simple GUI program using wxWidgets and codeblocks. We will first create a simple demo application the modify it a bit to getting know how to modify code created with wxWidgets.

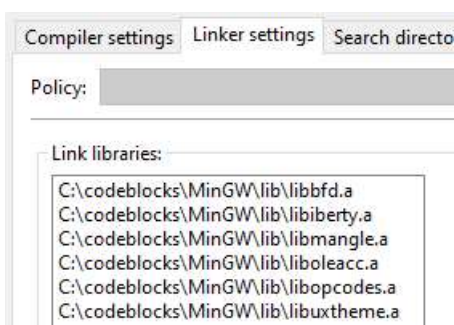
- First make sure codeblocks with mingw is installed. You also need to have 7-zip installed or other tool to unzip 7-zip file is also ok. (www.7-zip.org)
- Unzip the file wxWidgets-3.1.5-x86_64.7z to a location on your computer.
- Copy the 2 files in folder _missed_cb_ to your codeblocks installation and MinGw/lib folder
- Start Codeblocks and go to Settings->Global variables, create a new wx global variable with the following settings



- Then go to Settings->Compiler->Search Directories, and fill in as below



- Under tab "linker settings" add all libraries in codeblocks/MinGw/lib



- Setup is now complete, and we can continue to create a wxwidget program
- We start by creating a simple wxWidget project:
- Create a new project File->new->Project->wxWidgets
 - Create for wxWidgets version 3.1
 - You can skip Author data

- Select “None” on Preferred GUI Builder
 - Select “Dialog Based” on Application type
 - Locate your wxwidget folder (example C:\wxwidgets-3.1.5)
 - Select only “Enable Unicode” setting
 - Then press Finish
- Compile and start the project and you should be given a program like below:



- In the xxxMain.cpp file you will find the code that “do the job”

```
emptyDialog::emptyDialog(wxDialog *dlg, const wxString &title)
: wxDialog(dlg, -1, title)
{
    this->SetSizeHints(wxDefaultSize, wxDefaultSize);
    wxBoxSizer* bSizer1;
    bSizer1 = new wxBoxSizer(wxHORIZONTAL);
    m_staticText1 = new wxStaticText(this, wxID_ANY, wxT("Welcome To\newxWidgets"), wxDefaultPosition, wxDefaultSize, wxST_NO_AUTORESIZE);
    m_staticText1->SetFont(wxFont(20, 74, 90, 90, false, wxT("Arial")));
    bSizer1->Add(m_staticText1, 0, wxALL|wxEXPAND, 5);
    wxBoxSizer* bSizer2;
    bSizer2 = new wxBoxSizer(wxVERTICAL);
    BtnAbout = new wxButton(this, idBtnAbout, wxT("&About"), wxDefaultPosition, wxDefaultSize, 0);
    bSizer2->Add(BtnAbout, 0, wxALL, 5);
    m_staticline1 = new wxStaticLine(this, wxID_ANY, wxDefaultPosition, wxDefaultSize, wxLI_HORIZONTAL);
    bSizer2->Add(m_staticline1, 0, wxALL|wxEXPAND, 5);
    BtnQuit = new wxButton(this, idBtnQuit, wxT("&Quit"), wxDefaultPosition, wxDefaultSize, 0);
    bSizer2->Add(BtnQuit, 0, wxALL, 5);
    bSizer1->Add(bSizer2, 1, wxEXPAND, 5);
    this->SetSizer(bSizer1);
    this->Layout();
    bSizer1->Fit(this);
}
```

We have 2 wxBoxSizer that we add objects to with the command “Add”

We add texts lines and buttons that are declared in the header file.

Now to the job we shall do

- Modify the program above to look like the below program:



- And when you press Messagebox it shall print the following text



- If you want you can also do other modification to the program. Navigate to www.wxwidgets.org and check the online documentation there. This is the final assignment so feel free to improve the program.
- If you want help to build nice wxwidget GUIs you can for example, use external program like, wxGlade
<http://wxglade.sourceforge.net/>

Good luck!