

TECHNICAL UNIVERSITY OF MOLDOVA

FAT

EVENT-DRIVING PROGRAMING

REPORT

Laboratory work nr.1

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1 Purpose...

In this laboratory work we have to get knowledge about basics of even-driving programming, understanding how work with basic messages and adding controls to modify the window, text or font.

2 Requirements...

MANDATORY OBJECTIVES:

- Choose a Programming Style Guideline that you'll follow
- Create a Windows application
- Add 2 buttons to window: one with default styles, one with custom styles (size, background, text color, font family, size)
- Add 2 text elements to window: one with default styles, one with custom styles (size, background, text color, font family, font size) [one of them should be something funny]
- On windows resize, one of the texts should "reflow" and be in window's center (vertically and horizontally)

OBJECTIVES WITH POINTS:

- Add 2 text inputs to window: one with default styles, one with custom styles (size, background, text color, font family, font size) (1pt)
- Make elements to interact or change other elements (1 pt each different interactions) (0-2 pt) (ex. on button click, change text element color or position)
- Change behavior of different window actions (at least 3). For ex.: on clicking close button, move window to a random location on display's working space (1 pt)
- Write your own PSG (you can take existent one and modify it) and argue why it is better (for you) (1 pt)

3 Let's do it...

In order to do this laboratory work, I spend some time to understand how does it work - the windows API, After consulting with my friends and colleagues, reading from Windows Programming by Charles Pretzold , I did this:

- I create a window with some entry in order to get the data about the book.
- I created 2 buttons that add a book to the list, and clear all the data.
- I added a text in the center of the window that when it's resized maintains it's position.
- I used a previous laboratory from POO, a Queue class in order to improve the work or the program

4 That was interesting...

In this laboratory work I understand how to use the Windows API, with the CPP "windows.h" library.

I understand how to create windows, add text and buttons to them.

I understand how to manage and create an event-driven program.

I learned a lot of function that helped me to realize the program.