



Object Oriented Programming

Lab Manual 11



Introduction

After a week of rigorous coding, Welcome back!

You have learned all about Event-Driven Programming and Desktop Applications in the previous lab manuals. Let's move on to the next, new, and exciting concepts.

In contrast to Object-Oriented Programming, students have another kind of programming paradigm known as **Event-Driven Programming**. Event-driven programming is a programming paradigm in which the flow of program execution is determined by events - for example, a user action such as a mouse click, keypress, or a message from the operating system or another program.

In this Lab, the task is to create a simple word editor desktop application.



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A Possible Layout is provided below:

The image displays three sequential screenshots of a Windows application window titled "Form1", illustrating the development of a menu bar for a text editor.

Top Screenshot: The initial menu bar includes standard text formatting options: **B** (Bold), *I* (Italic), U (Underline), a dropdown for **Font Family**, a dropdown for **Font Size**, and text alignment options **A^** (Align Left) and **A^** (Align Right). The main text area is empty, and the status bar shows "Lines" and "Words".

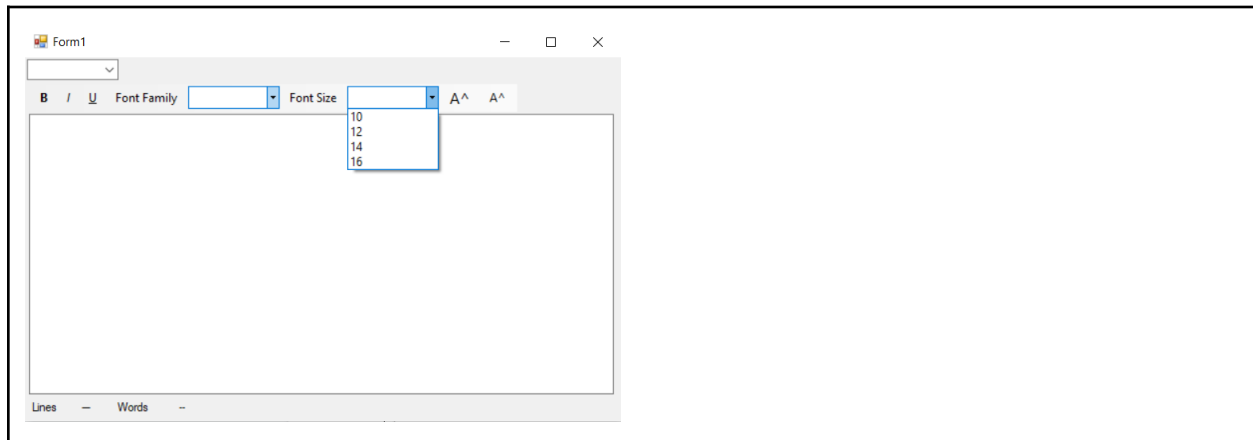
Middle Screenshot: The menu bar is updated to include **Open** and **Save** menu items. The **Font Family** dropdown remains closed.

Bottom Screenshot: The **Font Family** dropdown menu is open, showing a list of available fonts, including "Times New Roman" and "Calibri".



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Good Luck and Best Wishes !!
Happy Coding ahead :)