MENUS AND OTHER RESOURCES

Icons

Icons are small graphical images that represent programs, files, or folders. They are displayed in the title bar of application windows, in the Start menu, in the taskbar, in Windows Explorer, and as shortcuts on the desktop. Icons can be in color or black and white, and they can be in any size.

Cursors

Cursors are graphical images that represent the mouse pointer. They change shape depending on the context, such as when the mouse is hovering over a link, when it is selecting text, or when it is resizing a window. Cursors can be in color or black and white, and they can be in any size.

Character Strings

Character strings are text strings that are used by programs. They can be used for menus, dialog boxes, error messages, and other purposes. Character strings can be stored in the program's .EXE file or in a separate resource file.

Custom Resources

Custom resources are any type of resource that is not an icon, cursor, character string, or menu. They can be used for storing data that is specific to the program, such as images, sounds, or video. Custom resources are stored in the program's .EXE file or in a separate resource file.

Menus

Menus are hierarchical lists of options that users can select to perform actions in a program. They can be displayed as pull-down menus, context menus, or toolbars. Menus can be customized to include the specific options that a program needs.

Keyboard Accelerators

Keyboard accelerators are keyboard shortcuts that allow users to quickly perform actions in a program. They are typically combinations of two or more keys, such as Ctrl+S to save a file. Keyboard accelerators can be customized to the user's preferences.