FACULTY OF COMPUTERS, INFORMATICS
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TECHNICAL UNIVERSITY OF MOLDOVA

EVENT-DRIVEN PROGRAMMING

LABORATORY WORK NO.1

Window. Window handling. Basic window's form elements

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1 Purpose of the laboratory

Gain knowledge about basics of event-driven programming, understanding of window's class and it's features and basic possibilities of Win32 API.

2 Laboratory Work Requirements

2.1 Mandatory Objectives

1. Choose a Programming Style Guideline that you'll follow

2. Create a Windows application

3. Add 2 buttons to window: one with default styles, one with custom styles (size, background, text color, font family, font size)

4. 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]

5. On windows resize, one of the texts should "reflow" and be in window's center (vertically and horizontally)

2.2 Objectives With Points

1. Add 2 text inputs to window: one with default styles, one with custom styles (size, background, text color, font family, font size)

2. Make elements to fit window on resize (hint: you can limit minimal window width and height)

3. Make elements to interact or change other elements ((ex. on button click, change text element color or position)

4. 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

5. Write your own PSG (you can take existent one and modify it) and argue why it is better (for you)

3 Laboratory Work Implementation

3.1 Tasks and Points

Did all the tasks

3.2 Laboratory Work Analysis

Added my repository link in send e-mail.

3.3 Prove your work with screens

Loaded them on git.