

FACULTY OF COMPUTERS, INFORMATICS AND MICROELECTRONICS

TECHNICAL UNIVERSITY OF MOLDOVA

WINDOWS PROGRAMMING

LABORATORY WORK #1

Window. Basic window's form elements

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Laboratory work #1

1 Purpose of the laboratory

Gain knowledge about basics of event-driven programming, understanding of window's class and basic possibilities of Win32 API. Also she will try to understand and process OS messages.

2 Laboratory Work Requirements

- **Basic Level (grade 5 - 6) you should be able to:**
 - a) Create a Windows application
 - b) In the middle of the window should be present the following text: "Done with Pride and Prejudice by student name". Replace student name with your name.
 - c) On windows resize, text should reflow and be in window's middle (vertically and horizontally)
- **Normal Level (grade 7 - 8) you should be able to:**
 - a) Realize the tasks from *Basic Level*.
 - b) Add 2 buttons to window: one with default styles, one with custom styles (size, background, text color, font family/size)
 - c) Add 2 text elements to window: one with default styles, one with custom styles (size, background, text color, font family/size)
- **Advanced Level (grade 9 - 10) you should be able to:**
 - a) Realize the tasks from *Normal Level*.
 - b) Make elements to interact or change other elements (2 different interactions) (ex. on button click, change text element color or position)
 - c) Change behavior of different window actions (at least 3). For ex.: on clicking close button, move window to a random location on display working space

3 Laboratory work implementation

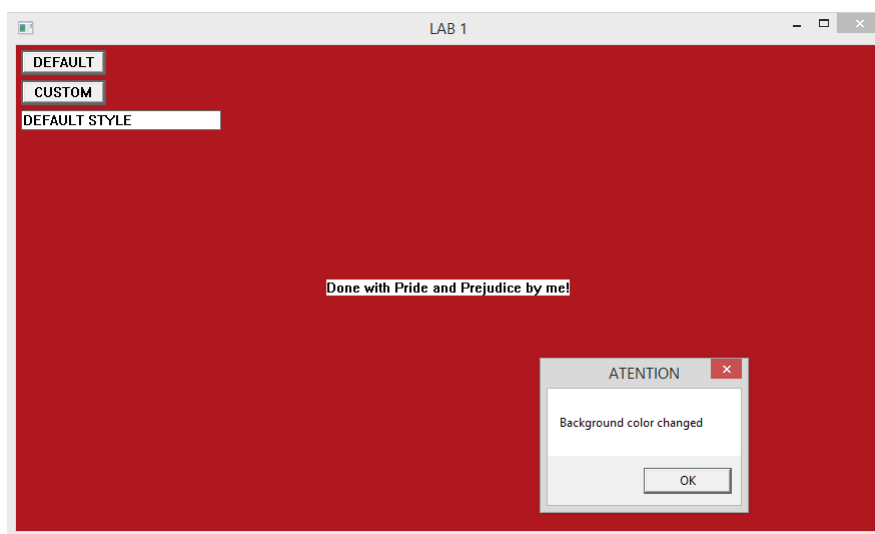
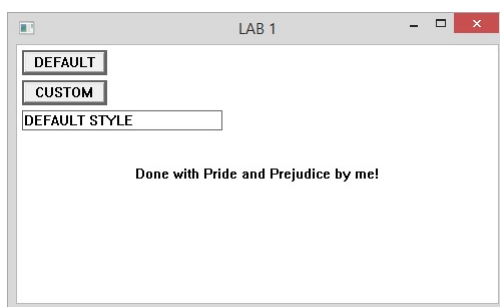
3.1 Tasks and Points

<https://github.com/TUM-FAF/FAF-141-Ciobanu-Dan/blob/master/Lab%231/README.md>

3.2 Laboratory work analysis

<https://github.com/TUM-FAF/FAF-141-Ciobanu-Dan/blob/master/Lab%231/Win32app/Win32app/main.cpp>

3.3 Prove your work with screens



Conclusions

As a result of doing laboratory work nr.1 I've studied the principles of Windows programming. By the given task I implemented using necessary functions and structures, and obtained a window which can be minimized/maximized, enlarged, closed and a text is displayed in the center. Also got a few skills how to make interactions and message boxes.

References

- 1 Aldebran Robotics, *official page*, www.aldebaran.com/en
- 2 Timo Ojala, *Multiresolution gray-scale and rotation invariant texture classification with local binary patterns*, 2002
- 3 Biometric, www.biometricupdate.com/201501/history-of-biometrics