

# Laboratory Work No.1

## WINDOWS PROGRAMMING

Artiom Diana

Department of Computer Science

FAF - 141 Technical University of Moldova

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## 1 Introduction

This is time for all good men to come to the aid of their party!

**Outline** The remainder of this article is organized as follows. Section 2 gives account of previous work. Our new and exciting results are described in Section 6. Finally, Section 7 gives the conclusions.

## 2 Work

In this program I created a window with two text Area fields and 4 buttons. The purpose of this program is to improve my windows programming skills. Thus I obtained a strange window does some things. In one of the fields I input the text. After pressing the Submit button, the text is displayed in the second ext field. The first field is editable while the second is not. To clear the content from the second window I created a Clear button. Moreover, If I want the obtained text to be I press on the Red button, and my text is red. One of the buttons brings a surprise with itself

### **3 Add 2 buttons to window: one with default styles, one with custom styles:**

Add 2 buttons to window: one with default styles, one with custom styles: To create a button I used "CreateWindowEx()" function with 2nd parameter "BUTTON"; this made a default style button (ex: Submit, Clear). For creating a custom style button, I used "CreateFont()" function which let me define a new style, size, family for font. Then I've sent the font "buttonFont" to the object through "SendMessage()". (ex: "redButton").

### **4 Add 2 text elements to window: one with default styles, one with custom styles**

Text elements were created in "WM\_PAINT" message with "DrawText()" function . To set another color for text, just use "SetTextColor()"

### **5 Make elements to fit window on resize**

- By clicking Submit button, the text from "textArea1" is sent to "textArea2" The text from "textArea1" is stored in "textStore" then is sent to "textArea2" through "SendMessage(textArea2, EM\_REPLACESEL, 0, (LPARAM)textStore)"
- By clicking Clear button, is deleted all text from "textArea2" This is done using "SendMessage(textArea2, WM\_SETTEXT, NULL, NULL)" By clicking Red button, the text color from "textArea2" is "colored" respectively.

### **6 Change behavior of different window actions**

When I click Close button, a message box is displayed, which asks user to response(YES/NO) for exit from the program. In order to do this, is used "MessageBox()" function.

## 7 Conclusions

By performing this laboratory work we learn great stuff, like creating buttons, text elements, message boxes etc. Only by knowing this stuff we can proceed to the next step.