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WINDOWS PROGRAMMING
LABORATORY WORK # 3

**Basics of Working with Mouse. GDI Primitives.
Bezier Curve.**

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1 Introduction

1.1 Topic

Basics of Working with Mouse. GDI Primitives. Bezier Curve.

1.2 Task

- Draw 5 lines of different colors and weights
- Draw 2 Bezier curves
- Draw 4 plane objects (ex. circle, square, pie, polygon...) of different colors, weights, filled and not
- Draw 2 different objects using mouse
- Draw a custom bitmap image
- Fill 2 object with gradient
- Hook keyboard input. Add 2 different keyboard combinations that will change mouse ability to draw objects (ex. on Ctrl+C will draw circles, on Alt+R will continue to draw circles but of read color)
- Draw a Bezier curve using mouse
- Zoom in and out application working area using keyboard
- Use mouse as an eraser (choose 1 option): delete objects using mouse clicking eraser of a fixed width eraser with adjustable width

2 Results

2.1 Background Changing

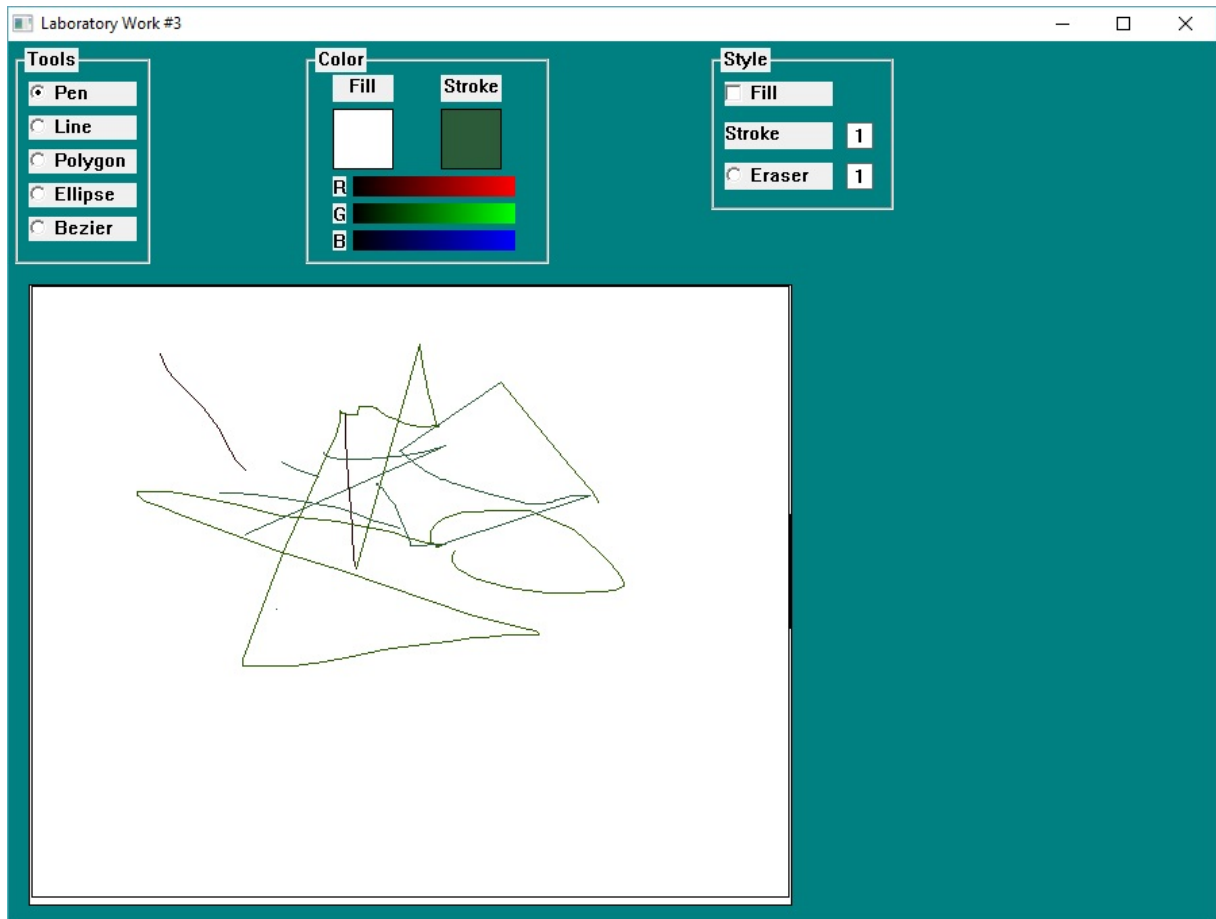


Fig. 1 Basic Window

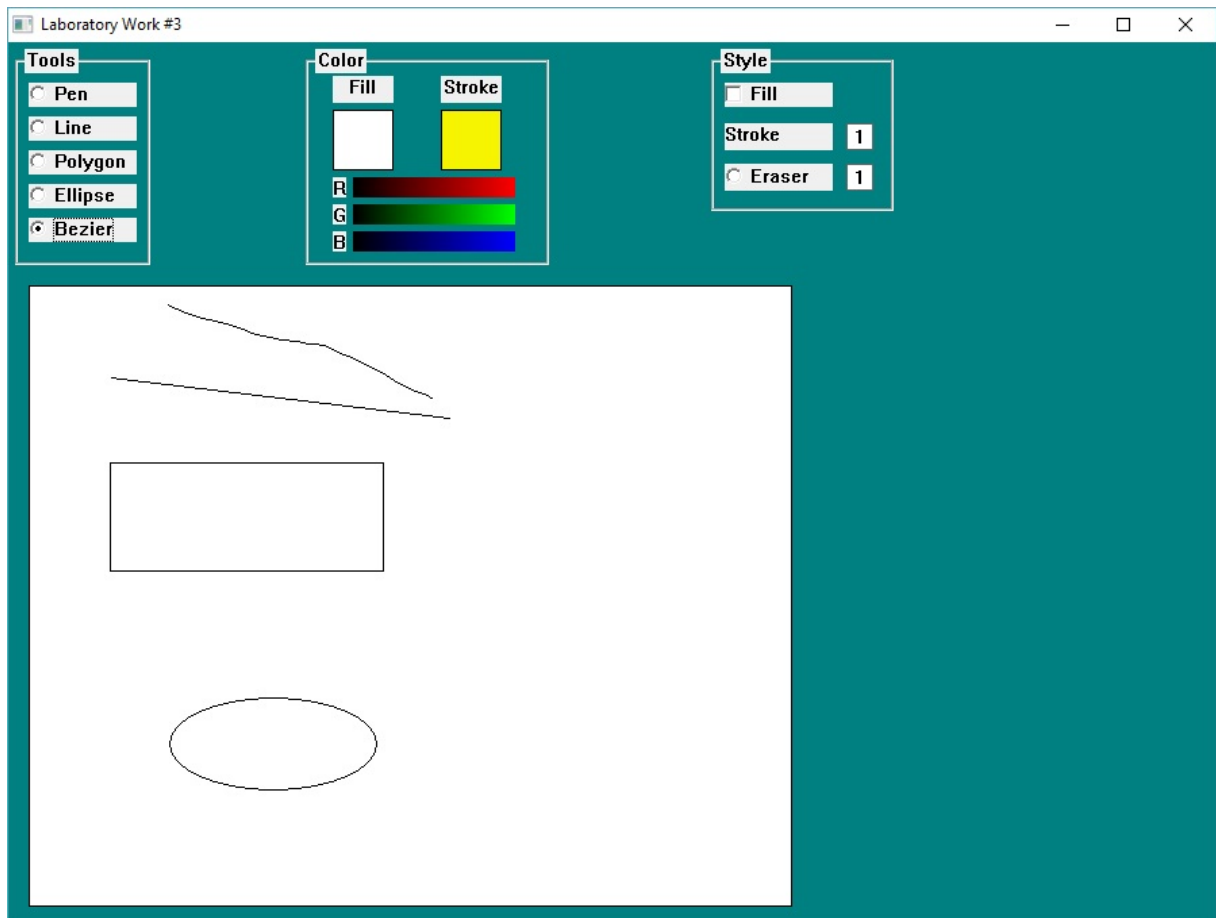


Fig. 2 Adding more figures

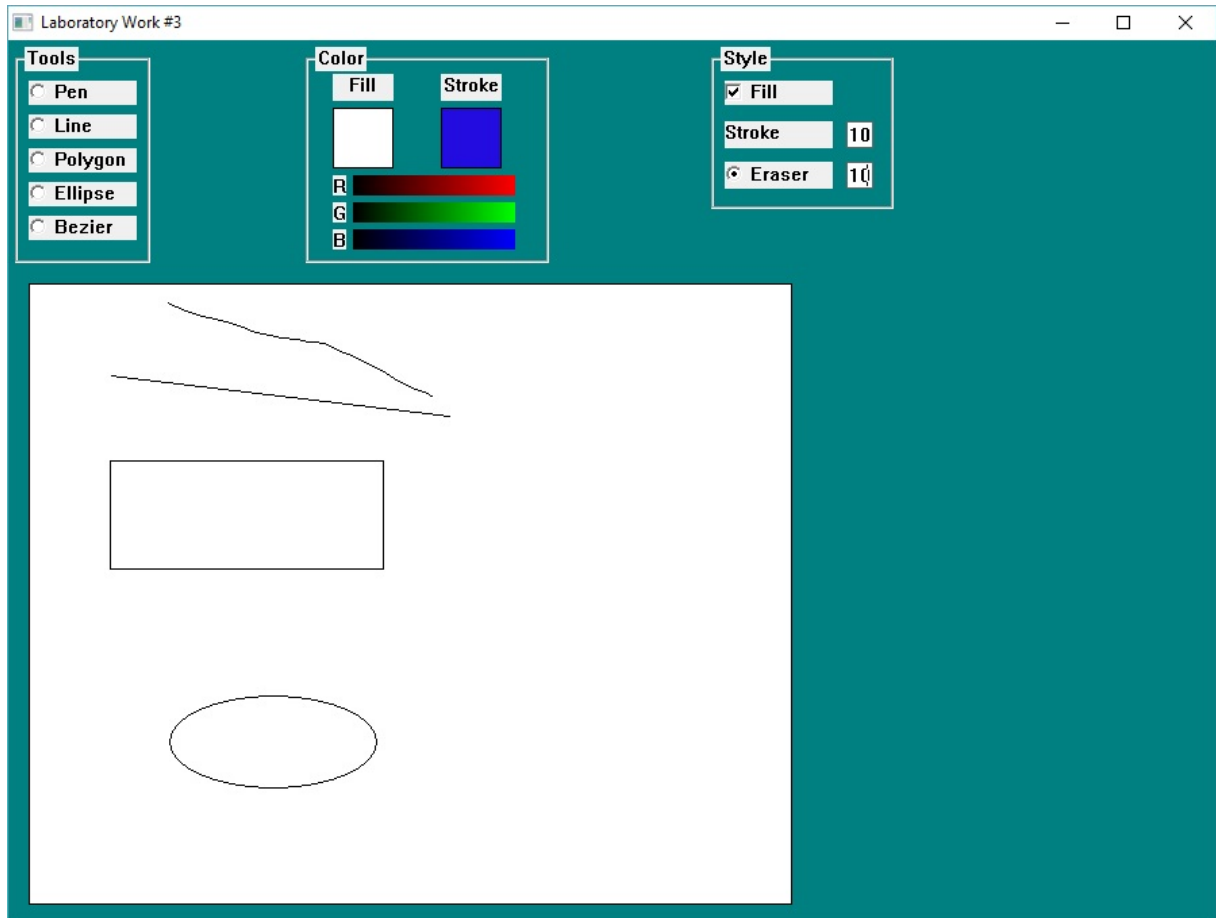


Fig. 3 Changing Styles

3 Conclusion

For this laboratory work we made our basic window program with few buttons that apply to different functions for manipulating with the input from the keyboard. As you can see in the screenshots, there are several buttons that allows us to make different changes in our window, for font : "Times, Courier, Calibri", for Display and erase of some text and others. This code is made by Mihai Vlas but took a bit part from his colleagues because of lack of time in this semester. He feels very sorry and will improve his attitude just like his grades in the 3rd year. No more volunteering, just writing code.