

FACULTY OF COMPUTERS, INFORMATICS AND MICROELECTRONICS  
TECHNICAL UNIVERSITY OF MOLDOVA

PPE

LABORATORY WORK #X

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Lab title

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Name SURNAME

*Supervisor:*

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## Laboratory work #X

### 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

#### – Mandatory Objectives 6pt

- Choose a *Programming Style Guideline* that you'll follow
- Create a **Windows application**
- Add 2 **buttons** to window: one with default styles, one with custom styles (size, background, text color, font family, font size)
- 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*]
- On windows resize, one of the **texts** should "reflow" and be in window's center (vertically and horizontally)

#### – Objectives With Points:

- (1pt) Add 2 text inputs to window: one with default styles, one with custom styles (size, background, text color, font family, font size)
- (1pt) Make elements to fit window on resize (*hint: you can limit minimal window width and height*)
- (0-2pt) Make elements to interact or change other elements (1pt each different interactions) (*ex. on button click, change text element color or position*)
- (1pt) 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
- (1pt) 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**

Here should be the list of the implemented tasks.

#### **3.2 Laboratory work analysis**

Add link to your repository. Create a README.md file for each laboratory work you submit. It should include the tasks that you had been implemented. Explain the features that you had been added to your window.

#### **3.3 Prove your work with screens**

Should be added 1 pic/screen for each implemented functionality.

## Conclusion

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## References

- 1 Very official Document, *official page*, [www.google.com](http://www.google.com)
- 2 Timo Ojala, *Multiresolution gray-scale and rotation invariant texture classification with local binary patterns*, 2002