

Project Richel Bilderbeek

Richel Bilderbeek's work

<http://www.richelbilderbeek.nl/ProjectRichelBilderbeek.nl>

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Goal

- To bundle all Richel Bilderbeek's code in three executables
 - Console
 - Desktop
 - Web application

Why?

- Programming for different GUI's improves class design
- Encourages same idiom for classes with similar function
- Test if a code edit did not break other programs
- Get an overview of my own work
- Will be the starting point of some future tools

Menu structure

- Menu must be created dynamically, from all derived classes of RichelBilderbeek::Program
- Program dialog constructor must be called when the user wants to start it (use Lazy_init class)

Menu structure

- Programs must be grouped
 - Classes
 - Games
 - Projects
 - Tools
- Additional menu items:
 - Welcome
 - About
 - About Bep
 - About this program
 - Gallery


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Menu structure for desktop application

~~WtWebsite~~

Welcome	Classes	Games	Projects	Tools	About
		Program	Bep	Gallery	

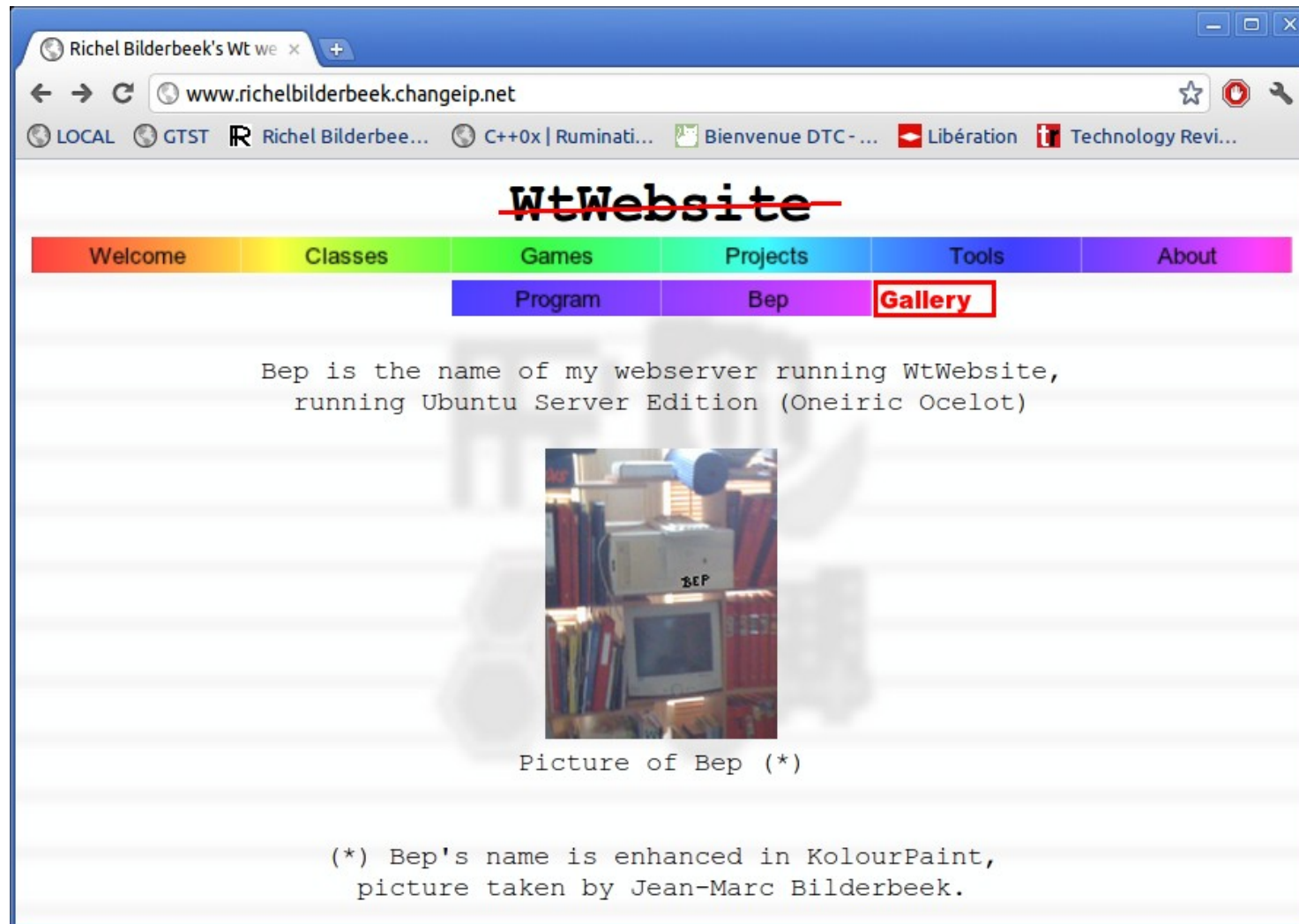
Bep is the name of my webserver running WtWebsite,
running Ubuntu Server Edition (Oneiric Ocelot)



Picture of Bep (*)

(*) Bep's name is enhanced in KolourPaint,
picture taken by Jean-Marc Bilderbeek.



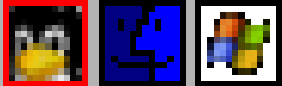







Menu structure for web version

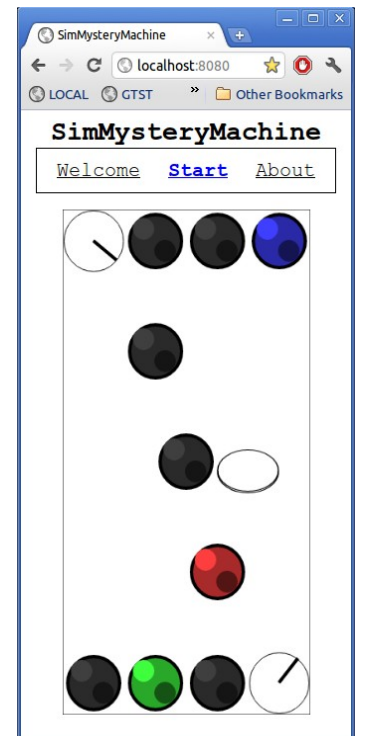
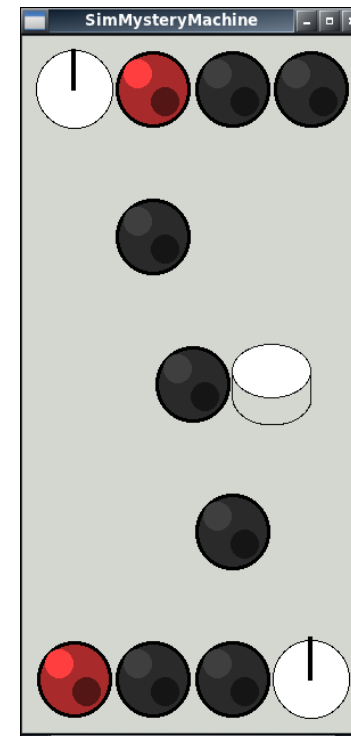


Gallery










- Goal: to view the status and screenshot(s) of each application
- A table contains all statuses gives an overview
- Hovering over a status with the mouse displays a screenshot when possible

Gallery

Name				
SimMysteryMachine				
				



Gallery

Name		Header row				
SimMysteryMachine						

Scrollable rows, max five rows visible

Plenty of room for a screenshot!

