1. Install FLTK

Download from here <http://www.fltk.org/software.php>

2. Install as root

./configure --libdir=/home/polaris/Documents/C++/Exercises/fltk/

make && make install

(to uninstall go to directory with source file and run make uninstall)

3. Compile a library with makefile

Open GUI library from Programming-code.zip (<http://www.stroustrup.com/Programming/Programming-code.zip>)

Edit files Graph.cpp, Simple\_window.cpp, Simple\_window.h:

1. Graph.cpp

Comment or delete

/\*

Circle::Circle(Point p, int rr) // center and radius

:r(rr)

{

add(Point(p.x-r,p.y-r)); // store top-left corner

}

\*/

Add #include <string.h>

Simple\_window.cpp add Graph\_lib::

void Simple\_window::cb\_next(Graph\_lib::Address, Graph\_lib::Address pw)

// call Simple\_window::next() for the window located at pw

{

Graph\_lib::reference\_to<Simple\_window>(pw).next();

}

Simple\_window.h

#ifndef SIMPLE\_WINDOW\_GUARD

#define SIMPLE\_WINDOW\_GUARD 1

#include "GUI.h" // for Simple\_window only (doesn't really belong in Window.h)

#include "Graph.h"

//using namespace Graph\_lib;

//------------------------------------------------------------------------------

struct Simple\_window : Graph\_lib::Window {

Simple\_window(Point xy, int w, int h, const string& title );

bool wait\_for\_button(); // simple event loop

private:

Graph\_lib::Button next\_button; // the "next" button

bool button\_pushed; // implementation detail

4. Add libbookgui.a to your project folder

Compile your .cpp file with

g++-4.9 -std=c++14 \*file\*.cpp -lbookgui `fltk-config --cxxflags --ldflags` -lfltk\_images -lfltk\_gl -lfltk\_forms -lfltk -ljpeg