In file fr2.cpp, implement Mainwin::on_button_click(), an observer in the Mainwin class derived from Gtk::Window, which creates a Gtk::Dialog instance on the heap with the title "Lime Iron" and containing 3 widgets:

A Gtk::Label widget containing "Select Size" (with "Size" in bold text)

A Gtk::Scale widget to the right of the label for selecting an int input between 11 and 83;

A button labeled "Close" that, when clicked, causes the dialog to close, the int selected to be displayed via Gtk::Label* Mainwin::display, and your Mainwin::on_button_click() observer to exit.

Avoid memory leaks. Show no discouraging warnings. Catch any exceptions and set Mainwin::display to -1, without aborting the program.

In file fr2.cpp, implement Mainwin::on_button_click(), an observer in the Mainwin class derived from Gtk::Window, which creates a Gtk::Dialog instance on the stack with the title "Lime Iron" and containing 3 widgets:

A Gtk::Label widget containing "Select Size" (with "Size" in bold text)

A Gtk::Entry widget to the right of the label for selecting an int input between 12 and 83;

A button labeled "Close" that, when clicked, causes the dialog to close, the int selected to be displayed via Gtk::Label* Mainwin::display, and your Mainwin::on_button_click() observer to exit. If the int is out of range, throw a std::out_of_range exception.

Avoid memory leaks. Show no discouraging warnings. Catch any exceptions and set Mainwin::display to -1, without aborting the program.

In file fr2.cpp, implement Mainwin::on_button_click(), an observer in the Mainwin class derived from Gtk::Window, which creates a Gtk::Dialog instance on the stack with the title "Lime Iron" and containing 3 widgets:

A Gtk::Label widget containing "Select Size" (with "Size" in bold text)

A Gtk::SpinButton widget to the right of the label for selecting an int input between 13 and 83;

A button labeled "Close" that, when clicked, causes the dialog to close, the int selected to be displayed via Gtk::Label* Mainwin::display, and your Mainwin::on_button_click() observer to exit.

Avoid memory leaks. Show no discouraging warnings. Catch any exceptions and set Mainwin::display to -1, without aborting the program.

In file fr2.cpp, implement Mainwin::on_button_click(), an observer in the Mainwin class derived from Gtk::Window, which creates a Gtk::Dialog instance on the heap with the title "Lime Iron" and containing 3 widgets:

A Gtk::Label widget containing "Select Size" (with "Size" in bold text)

A Gtk::Entry widget to the right of the label for selecting an int input between 14 and 83;

A button labeled "Close" that, when clicked, causes the dialog to close, the int selected to be displayed via Gtk::Label* Mainwin::display, and your Mainwin::on_button_click() observer to exit. If the int is out of range, throw a std::out_of_range exception.

Avoid memory leaks. Show no discouraging warnings. Catch any exceptions and set Mainwin::display to -1, without aborting the program.

In file fr2.cpp, implement Mainwin::on_button_click(), an observer in the Mainwin class derived from Gtk::Window, which creates a Gtk::Dialog instance on the heap with the title "Lime Iron" and containing 3 widgets:

A Gtk::Label widget containing "Select Size" (with "Size" in bold text)

A Gtk::SpinButton widget to the right of the label for selecting an int input between 15 and 83;

A button labeled "Close" that, when clicked, causes the dialog to close, the int selected to be displayed via Gtk::Label* Mainwin::display, and your Mainwin::on_button_click() observer to exit.

Avoid memory leaks. Show no discouraging warnings. Catch any exceptions and set Mainwin::display to -1, without aborting the program.

In file fr2.cpp, implement Mainwin::on_button_click(), an observer in the Mainwin class derived from Gtk::Window, which creates a Gtk::Dialog instance on the stack with the title "Lime Iron" and containing 3 widgets:

A Gtk::Label widget containing "Select Size" (with "Size" in bold text)

A Gtk::Scale widget to the right of the label for selecting an int input between 16 and 83;

A button labeled "Close" that, when clicked, causes the dialog to close, the int selected to be displayed via Gtk::Label* Mainwin::display, and your Mainwin::on_button_click() observer to exit.

Avoid memory leaks. Show no discouraging warnings. Catch any exceptions and set Mainwin::display to -1, without aborting the program.