

# Adding Pictures to Your Programs

*Looking over wxBitmap, wxStaticBitmap, and wxIcon*

## Process of Configuring and Adding a Picture

### (1) Understanding wxBitmap, wxStaticBitmap, and wxIcon

**wxBitmap:** Configures the image into a bitmap, a matrix of pixels to display your picture within the program. A bitmap type will be needed within the declaration of the object in order to correctly create the bitmap according to the images file extension.

**wxStaticBitmap:** Essentially wxPanel for an image. Within wxWidgets, you may place a wxBitmap into a wxStaticBitmap to display the image, or use an [EVT\\_PAINT](#) event to draw the image onto the screen (or custom wxPanel class in the hyperlink's case).

**wxIcon:** Your program's icon. A bitmap type will be needed within the declaration of the object in order to correctly create the bitmap according to the images file extension.

### (2) Set object's arguments, verify success, display item

1. Within **line 52**, I set our wxBitmaps object *image* with the directory to the picture I want to display, and the bitmap type (file extension type)

```
image.LoadFile("../pictures/bigyoshi.png", wxBITMAP_TYPE_PNG);
```

2. After this declaration, we must assert that the wxBitmap may be used with `IsOk()`. If the assertion is successful, we add this to our wxStaticBitmap to be displayed.

```
if (image.IsOk()) // Asserting the image was processed
{
    imageHolder1 = new wxStaticBitmap(
        this,
        wxID_ANY,
        image
    );
}
```