Search		Retry		Exit

QPushButton* b1 = new QPB. ("Exit")

Search
Retry
Exit

— ll —→ *b2 = new QPB ("Retry")

———— ll ———— *b3 = new QPB ("search")

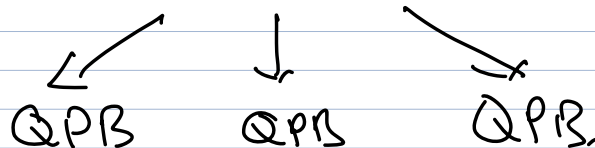QVBoxLayout *l = new QVBL;

l —→ addwidget (b1);

l —) addwidget (b2);

l —) addwidget (b3);

this —) setLayout (l);

QPB
QPB
QPB

Find Dialogue

↓

VBox Layout

↙   ↓   ↘

QPB   QPB   QPB.

Search	Retry	Exit

QHBoxLayout * l = new QHBox Layout;

l —→ addwidget (b1);   setLayout (l);
l —) addwidget (b2);
l —) add widget (b3);

findDialogue.

| b1, b2, b3 | | b4 b5 b6 |
| V | | H. |
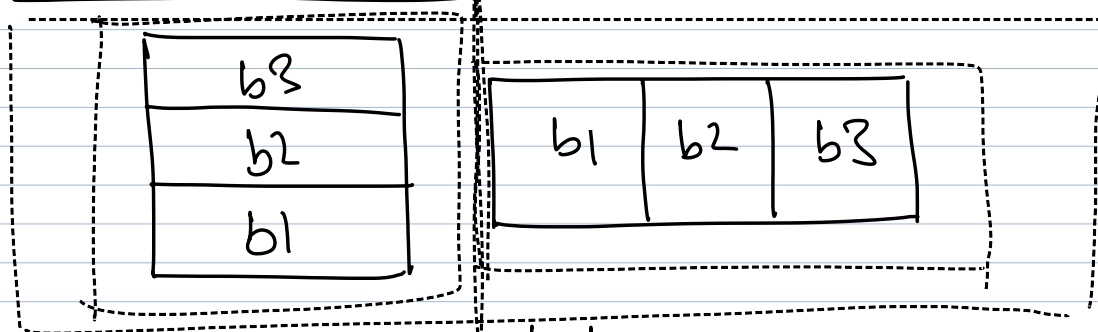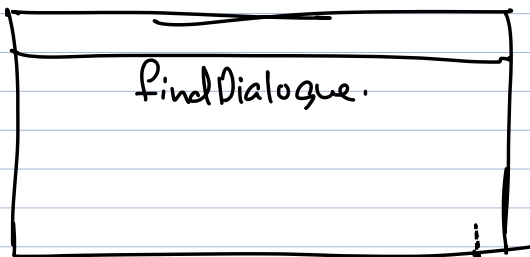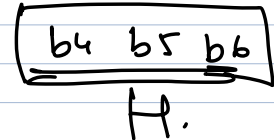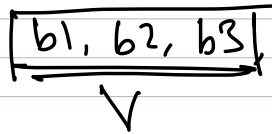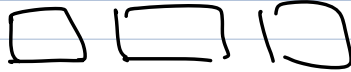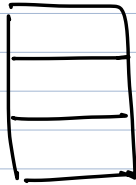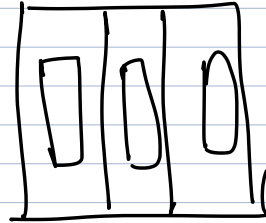

```
QVBoxLayOut * left = new QVBL;
QHBoxLayOut * right = new QHBL;
QHBoxLayOut * mainLayout = new QHBoxLayOut'

mainLayout → addLayout (left);
   ——       "  ———————  (right)
this → setLayout
(mainLayout)
```

$\underline{\text{Event Detect}} \longrightarrow$ Event Response.
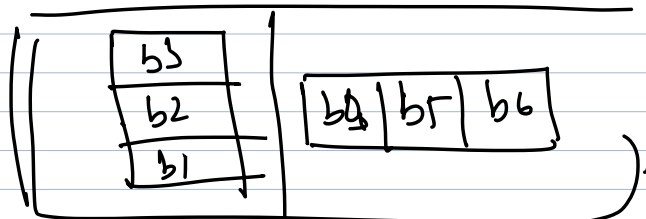
Entity −1   Entity−2.

                         Source Code.

              E1   R1 (FPL)

                 data

Event Driven Architecture.

$\boxed{\begin{array}{c} \text{Display} \\ \text{Window.} \end{array}}$
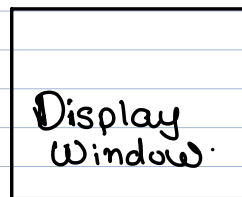
                    X NextEvent ( ),
                     event. type.

while (1)
{

    event_info = GetNextEvent ( );   // Blocking.

    DispatchToEvent Handler (event_info);

                → Callback is called by this
                   API. [event_info contains
                        data required for
                        calling a call back
}   ]

    Sent Msg   Post Message.
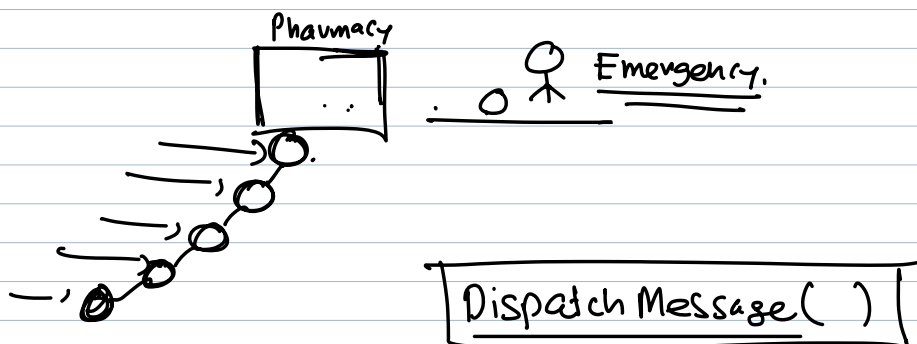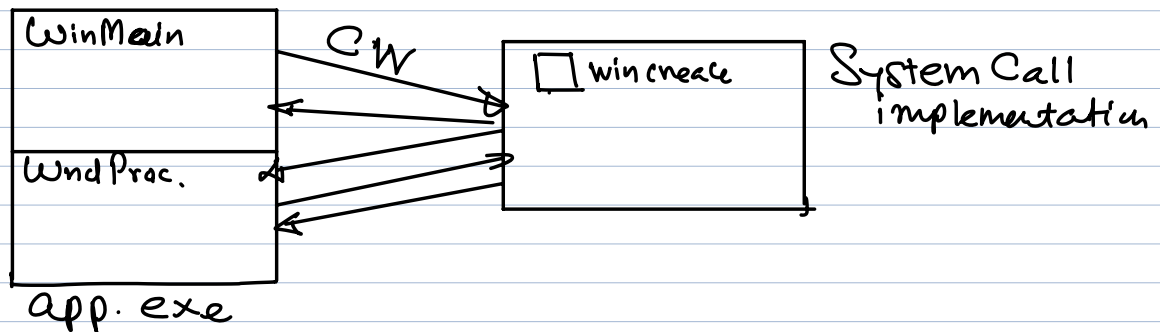
CreateWindowEx ( );

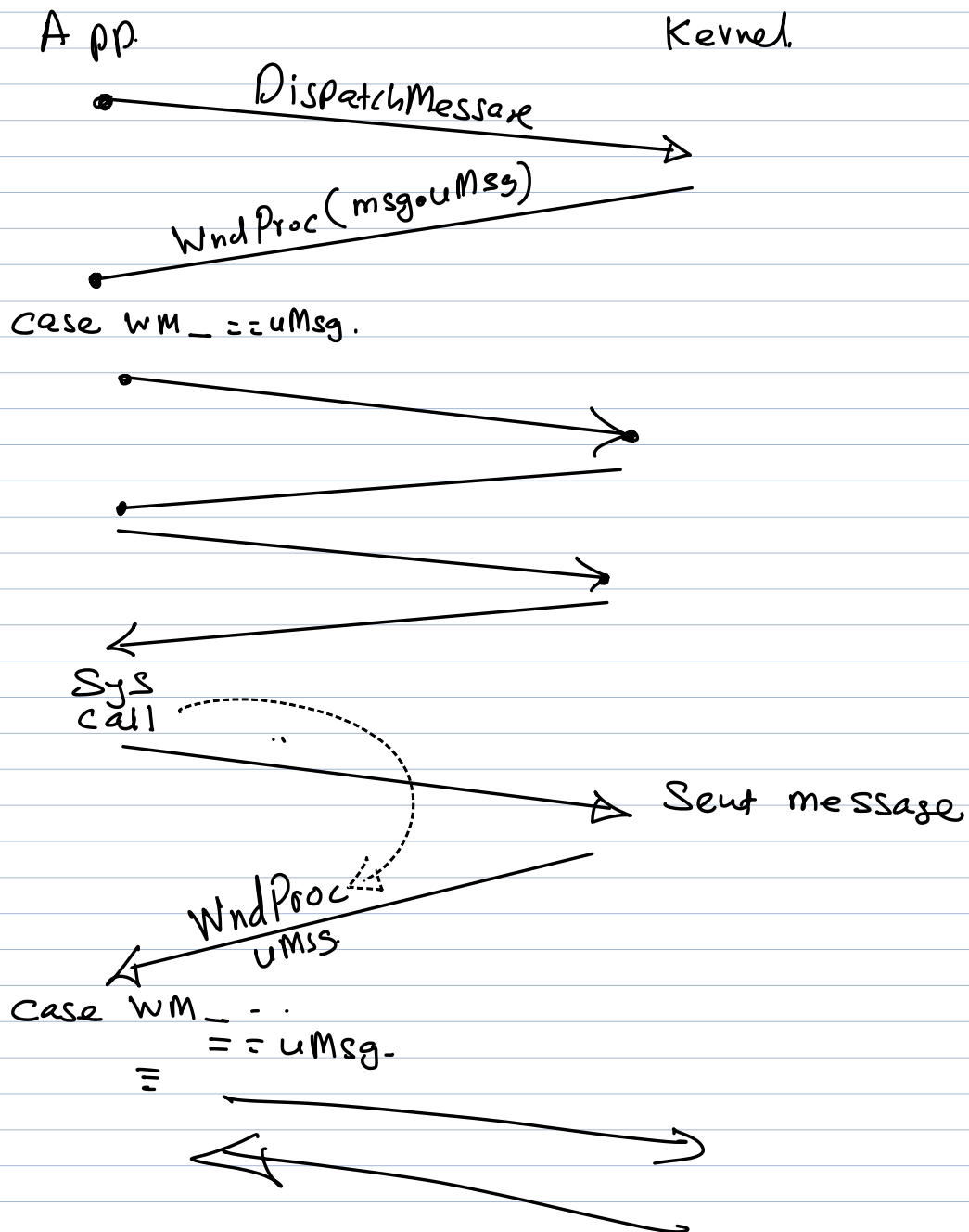└──▷ A new window has been Created.
WM_CREATE
(this must be processed now)
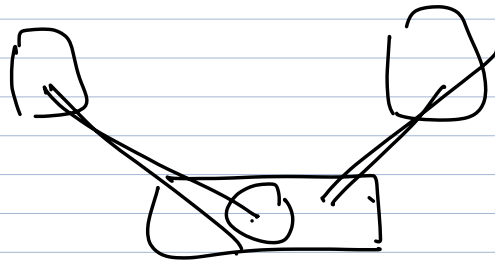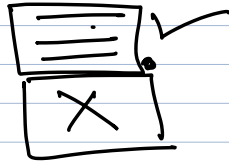Within CreateWindowEx ( )
a call to Call back function is
made.

WinMain	CW		System Call
WndProc.		□ wincreate	implementation

app. exe

Pharmacy

Emergency.

| Dispatch Message ( ) |

GetMessage ( )
↳ msg → event. info.

Translate Message (&msg)
Dispatch Message (&msg);

App.   Kernel.

DispatchMessage

WndProc (msg. uMsg)

case WM_ == uMsg.

Sys
call

Seut message

WndProc
uMss

case WM_ . .
        == uMsg.
   ≡

WndProc ( )
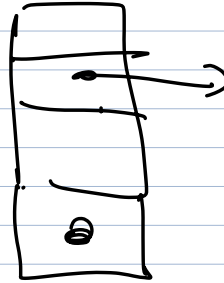
case WM :

case WM_ :

func ( ) :

lock acquire ()

O S.

func()

realse_ lock()

SIG-1   SIG-2.

O.S.