
Application development with Edge: From the very basics

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Abstract

An introduction to GUI based application development. Starts from the most basic concepts and introduces the EFL libraries that deal with each of them. It covers Edge, Ecore, Evas and EWL.

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Chapter 2. Application Structure of a graphical application

Someday someone might want to create a new application and he might feel overwhelmed by the large number of development libraries available jtie available available available the

Chapter 4. The foundations at practice

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```
...
Ecore_Evas *ecore_evas = NULL;
...
ecore_evas = ecore_evas_software_x11_new(NULL, 0, 0, 0, 800, 600);
if (!ecore_evas) return EXIT_FAILURE;
...
```

While the `software_x11` engine is being used in this example, its possible to use any other supported engine by simply changing the second line to `ecore_evas_enginename_new()`. A list of supported engines and their parameters can be found in the [Official API reference](#).

Once the canvas wrapper has been setup we need to change its state to visible:

```
...
ecore_evas_title_set(ecore_evas, "Example Application");
ecore_evas_name_class_set(ecore_evas, "testapp", "Testapp");
ecore_evas_show(ecore_evas);
...
```

While the first two lines are optional, it is useful to see the way we set the title name and class of the

...

Working with the canvas

Now that we know how to setup the enviroment to display the Edje objects we will review how to include and interact with the objects themselves. The following code is platform independent and can

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