

**datazuul**

deep dive into code

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FLTK-Tutorial

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Einführung in die Programmierung mit FLTK (Fast Light Toolkit). Homepage:

<https://www.fltk.org/>

Ein Fenster

Quellcode (fenster.cpp):

```
#include <FL/Fl.H>
#include <FL/Fl_Window.H>

int main(int argc, char **argv)
{
    Fl_Window mainWin(300, 150, "Fenster");
    mainWin.end();
    mainWin.show(argc, argv);
    return Fl::run();
}
```

Kompilieren:

```
$ gcc `fltk-config --cxxflags --ldflags` -o fenster fenster.cpp
```

Ausführen:

```
$ ./fenster
```

Screenshot:



Hello World

Quellcode (hello.cpp):

```
// include required header files
#include <FL/Fl.H>
#include <FL/Fl_Window.H>
#include <FL/Fl_Box.H>

int main(int argc, char **argv) {
    // create window with width=300, height=180 (in pixel)
    Fl_Window *window = new Fl_Window(300,180);

    // create a box with the "Hello, World!" string in it
    // Fl_Widget(x, y, width, height, label)
    // position of box: x=20, y=20 in window (from top left corner)
    // size of box: width=260, height=100
    // label: Hello, World!
    Fl_Box *box = new Fl_Box(20,40,260,100,"Hello, World!");

    // set type of box
    // default: FL_NO_BOX
    box->box(FL_UP_BOX);

    // set height of label/font
    box->labelsize(36);

    // set style of label/font
    box->labelfont(FL_BOLD+FL_ITALIC);
    box->labeltype(FL_SHADOW_LABEL);
```

```
// finally show window
window->end();
window->show(argc, argv);

// enter FLTK event loop
return Fl::run();
}
```

Kompilieren:

```
$ gcc `fltk-config --cxxflags --ldflags` -o hello hello.cpp
```

Ausführen:

```
$ ./hello
```

Screenshot:



Tags:

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