



Introduction

Disclaimer, License,
informations about this file

Variables

types of variables, define
variables, use variables

Buttons

button interaction, change
cursor on hover

TEdit

grab content of TEdit, display
results in TEdit

Introduction

Disclaimer

This is no official Lazarus/ Free Pascal documentation.

I'm not responsible for the linked websites and therefore give NO warranty for using these.

License

GNU General Public License v3.0

Copyright (C) 2023 Felix Wittwer

This program is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program. If not, see <https://www.gnu.org/licenses/>.

Variables

types of variables

name	Lazarus data_type	range	content	example
Integer	integer	-2.147.483.648 to 2.147.483.647	whole numbers	int1 := 10;
Float	real	1.5E-45 to 3.4E38	decimal numbers	Float1 := 1.23;
Double	double	5.0E-324 to 1.7E308	scientific numbers	Double1 := 1.23456;
String	string	text	text	String1 := 'Test';
Char	char	single symbol	single symbol	Char1 := 'c';
Boolean	boolean	True, False	True, False	Bool1 := True;

More datatypes can be found at https://wiki.lazarus.freepascal.org/Data_type.

define variables

Variables can be defined in general by:

```
var
  name_of_variable:data_type;
```

```
//a more specific example:
```

```
var
  Int1, Int2, Int3:integer;
  float1, float2, float3:real;
  string1, string2 :string;
```

If you dont know which datatype to use look at [types of variables](#).

use variables

assign values:

```
name_of_variable:=value;
```

```
//a more specific example:
```

```
Int1:= 1234;
Float1:= 12.3456;
```

Buttons

button interaction

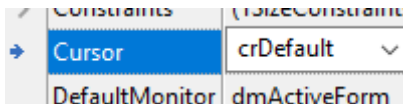
```
procedure TForm.Button1Click(Sender: TObject);
begin
    //commands executed by clicking on button

end;
```

change cursor on hover

Go to properties tab on the left side.

Search for Cursor property. Select the cursor you want.



TEdit

grab content of TEdit

Use `strtoint()` or `strtofloat()` to convert the string of a TEdit to an integer or a float.

```
name_of_variable:=strtoint(edit1.text); // convert string of Edit1 to int
name_of_variable:=strtofloat(edit1.text); // convert string of Edit1 to float
```

display results in TEdit

Use `inttostr()` or `floattostr()` to convert the string of a TEdit to an integer or a float.

```
Edit1.Text:=inttostr(name_of_variable);
// convert int to string and insert it into Edit1

Edit1.Text:=floattostr(name_of_variable);
// convert float to string and insert it into Edit1
```

FW

©2023 Felix Wittwer



<https://github.com/felixwittwer>